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# RESIDENT EVIL

# 2

OFFICIAL  
STRATEGY  
GUIDE

By  
Stephen Frost



# RESIDENT EVIL 3

## THE MIMESIS

OFFICIAL  
STRATEGY  
GUIDE

By  
Dan Balducci



**TWO RESIDENT EVIL® GAMES — ONE GUIDE!**

These games  
have received  
the following  
ratings from  
the ESRB:



NINTENDO  
GAMECUBE

**CAPCOM**



## The Story Continues...

Claire Redfield and Leon Scott Kennedy have escaped the city and survived the horror of the T-virus outbreak. Although Claire did not find her brother Chris, she will continue the search for him elsewhere in the world...

Little did Claire realize that her brother's comrade, Jill Valentine, also struggled bravely to survive the horror...

On the day before and the day after the adventures of Leon and Claire, Jill struggles alone to survive the holocaust inflicted by the evil Umbrella Corporation upon the innocent citizens of Raccoon City. Armed with only a pistol and her previous experience in dealing with these biological horrors, Jill navigates through city streets translated with the dead returned to unnatural life. This is her grueling tale. The last escape from Raccoon City...



# RESIDENT EVIL 3

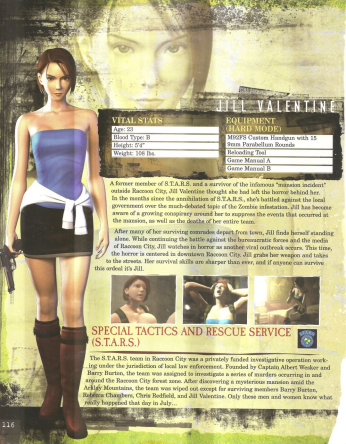
## NEEMESIS

Official Strategy Guide

By Dan Birkley

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## JILL VALENTINE

### VITAL STATS

Age: 23

Blood Type: B

Height: 5'4"

Weight: 108 lbs.

### EQUIPMENT (HARD MODE)

MSPS Custom Handgun with 15  
Rum Parabellum Rounds

Reloading Tool

Game Manual A

Game Manual B

A former member of S.T.A.R.S. and a survivor of the infamous "mission incident" outside Raccoon City, Jill Valentine thought she had left the horror behind her. In the months since the annihilation of S.T.A.R.S., she's battled against the local government over the much-debated topic of the Zombie infestation. Jill has become aware of a growing conspiracy around her to suppress the events that occurred at the mansion, as well as the deaths of her entire team.

After many of her surviving comrades depart from town, Jill finds herself standing alone. While continuing the battle against the bureaucratic forces and the media of Raccoon City, Jill watches in horror as another viral outbreak occurs. This time, the horror is centered in downtown Raccoon City. Jill grabs her weapon and takes to the streets. Her survival skills are sharper than ever, and if anyone can survive this ordeal, it's Jill.



## SPECIAL TACTICS AND RESCUE SERVICE (S.T.A.R.S.)



The S.T.A.R.S. team in Raccoon City was a privately funded investigative operation working under the jurisdiction of local law enforcement. Founded by Captain Albert Wesker and Barry Burton, the team was assigned to investigate a series of murders occurring in and around the Raccoon City forest zone. After discovering a mysterious mansion amid the Arklay Mountains, the team was wiped out except for surviving members Barry Burton, Rebecca Chambers, Chris Redfield, and Jill Valentine. Only these men and women know what really happened that day in July...

## CARLOS OLIVEIRA

## VITAL STATS

Age: 21

Blood Type: O

Height: 5'9"

Weight: 183 lbs.

EQUIPMENT  
(HARD MODE)

M4A1 Assault Rifle with 300

5.56mm NATO rounds

SIGP80 SP2009

Ink Ribbons

Carlos is a member of the U.B.C.S. team dispatched by Umbrella Incorporated to contain the viral outbreak in Raccoon City and rescue any civilians. His team all but wiped out, Carlos is eager to find help wherever he can get it. Although currently employed by Umbrella, its illegal research is not his concern. He develops some fondness for Jill, and puts himself in grave danger to help rescue her. Although this mercenary does a dirty job, he seeks to turn his life around and devote himself to a worthy cause.



## UMBRELLA BIOHAZARD COUNTERMEASURE SERVICE (U.B.C.S.)



Umbrella Incorporated is a multinational conglomerate pharmaceutical corporation. However, that's just the front operation. The real purpose of Umbrella is the research and development of biological weapons. This evil organization is responsible for the development of a dozen different mutant organisms, in the quest to create the perfect soldier for a monster army.

To protect its public façade, Umbrella has organized a paramilitary organization to protect company assets, prevent the kidnapping or murder of executives, and clean up outbreak zones and recover evidence of the company's illegal research activities. Gathered from strife-ridden third world countries around the globe, these mercenaries are seasoned combat veterans from over a dozen foreign battlefields. The team has a high mortality rate, yet they have succeeded in many missions. However, they are unprepared for the uncontrollable scope of the T-virus outbreak in Raccoon City.





## NICHOLAI GINOZAEV

### VITAL STATS

Age: 35

Blood Type: A

Height: 6'1"

Weight: 224 lbs.

A secretive and distrustful man, Nikolai is a commander of the U.B.C.S. team and a supervisor of this mission. Formerly a member of the Russian Soviet military, he joined U.B.C.S. following the end of the cold war. Because of his old-world views of females, he continuously underestimates Jill's abilities. For unknown reasons, he hesitates to allow her to accompany his team. He will not assist Jill in any of her missions.



## MIKHAIL VICTOR

### VITAL STATS

Age: 45

Blood Type: A

Height: 5'8"

Weight: 216 lbs.



Another member of the U.B.C.S. team, Mikhail is another former Soviet Russian soldier looking for work wherever he can get it. He was seriously wounded during the initial siege of Moscow City, and spends most of the mission mulling in delirium. However, Mikhail's strong sense of justice and his need to avenge the deaths of his men drive him to fight in spite of his injuries.



## MURPHY SEEKER

### VITAL STATS

Age: 27

Blood Type: B

Height: 6'2"

Weight: 180 lbs.

Murphy is one of the few Americans working with the U.B.C.S. team. He has been infected with the T-virus, and may transform into a Zombie and attack his comrades at any moment. His fate is a topic of argument between Carlos, who is his friend and comrade, and Nicholai, who believes he poses a threat.



## TYRELL PATRICK

### VITAL STATS

Age: 32

Blood Type: AB

Height: 6'

Weight: 198 lbs.



One of the most intelligent soldiers in the UBCS team, Tyrell knows that something is wrong with this mission. He thinks that the source of the U.B.C.S. teams' failure to complete this mission may be an insider, working to sabotage the teams' efforts in suppressing the T-virus outbreak.

## OTHER CHARACTERS



### DARIO ROSSO

This poor salesman lost his entire family in the T-virus outbreak. He is paranoid and edgy, and he refuses to assist Jill in finding an escape route from the city. Although Jill is forced to leave Dario in the uptown warehouse, she may have to risk her life to save him. Unfortunately, there's no telling if Dario will ever be convinced to leave the tentative safety of the warehouse.



### BRAD VICKERS

Brad is the former computer expert and helicopter pilot of the S.T.A.R.S. team, nicknamed "chickenheart" because he scares easily. During the siege of Raccoon City by the undead, he has been panicking and running from Zombies without a solid escape plan. In the process, something sinister has picked up his trail. Brad encounters a sinister monster that wants to hunt down and kill the remaining S.T.A.R.S. members.



### MARVIN BRANAGH

Marvin Branagh is a Raccoon City hometown boy, with many years of service to the community and the police force. Like most officers in the R.P.D., he ignored the S.T.A.R.S. team survivors' claims of viral outbreak, as ordered by Chief Brian Irons. Now that he's witnessing firsthand the horrors of the T-virus in Raccoon City, he regrets not heeding the warnings given. Marvin has continued his attempts to maintain peace and order in spite of the chaos in the city, but he was recently injured when Zombies attacked the Police Station.

# NEMESIS

Umbrella's European Division has been experimenting for several years with a parasitic biological organism capable of inhabiting a human host, enhancing the combat abilities of the person to superhuman degrees. Intelligent enough to be programmed for assignments, the Nemesis delivered to Raccoon City is on a special assignment to hunt down and kill the remaining S.T.A.R.S. members. Nemesis attacks by spearing victims with its long, sharp-edged tentacles. The target is infected with a special virus called NE-T. The persistent stalker can also attack its victims with heavy artillery, including surface-to-air rocket launchers. The Nemesis can't be reasoned with, it can't be killed. And its next target is Jill Valentine...



## BRAIN SUCKER


Not only do these green, crawling mutants charge and claw their victims, but they will leap on their prey and attach mandibles to the victim's face, draining life and poisoning the blood. Carry some Blue Herbs when combating these monsters. They can also spit poison, so always stay on the move. One shot from a Magnum or two blasts of the Shotgun at close range will kill them.

## CROW

These black birds, infected with the T-virus, attack in large groups. You can almost always outrun them, because they are slow to react. The best place to fight them is in narrow passages with your back against a wall. By taking this approach, you can shoot the birds as they approach. A Handgun will dispose of two or more birds that are flying in a line, while a Shotgun will ground groups of birds. Crows almost always appear in wide-open spaces, where they can surround and peck their prey to death. Avoid wasting ammunition on Crows if possible, and cross their territory as quickly as possible.

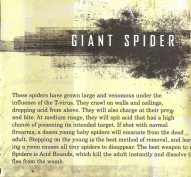






## DRAIN DEIMOS

Large, fleshy and insect-like, the Drain Deimos are quite startling in appearance. A close cousin to the Brain Stuckee, these creatures lack the poisonous bite of the green monsters. They will slash at their victim's legs causing minor damage, then stand on their hind legs and run at their prey, upper limbs flailing. Although this presents an excellent opportunity to dodge or blast the thing, if it captures its victim it will perform a powerful energy drain. They like to climb walls to high places and drop behind their prey. One blast of the Magnum or two shells fired from the Shotgun are the recommended tools of disposal.



## GIANT SPIDER

These spiders have grown large and venomous under the influence of the T-virus. They crawl on walls and ceilings, dropping acid from above. They will also charge at their prey and bite. At medium range, they will spit acid that has a high chance of poisoning its intended target. If shot with normal firearms, a dozen young baby spiders will emanate from the dead adult. Stepping on the young is the best method of removal, and leaving a room causes all tiny spiders to disappear. The best weapon to use against Giant Spiders is Acid Rounds, which kill the adult instantly and dissolve the young before they can flee from the waste.



## B.O.W. MA-121B, HUNTER BETA

These Hunters are exactly like the evil mutants encountered by the S.T.A.R.S. at the mansion, except they seem unfinished from the waste up. This deformity makes them no less deadly, however. They become aware of their prey by sight only, so you may be able to run behind them without being detected. When they spring into action, they leap into the air and slash at the target's head with enough power to cause decapitation. The best defense is to stay moving, and dodge at the right moment. In every situation, try to engage Hunter Betas one at a time. A person caught between two or more Hunters will swiftly get slashed apart without having an opportunity to respond.

Hunter Betas are best subdued with a Magnum Bullet. The Shotgun will suffice, but after the initial blast you must move toward the monster and blast it again before it rises. The Assault Rifle is another effective weapon against the Hunters. A constant barrage of bullets will prevent them from attacking while reducing their health.



## B.O.W. MA-124G, HUNTER GAMMA

Perhaps the deadliest variety of Hunter, although they are the least encountered. *Gammies* are quicker and possess the ability to sense the prey's presence instead of relying on sight alone. These early prototypes are more frog like in appearance, with a wider mouth. When Gammies kill their prey, they will swallow it whole. A single Magnum shot or two Shotgun blasts will dispose of a *Gammie*.



## SLIDING WORM

The slithering offspring of the Grave Digger boss, these amorphous parasites seek iron and minerals from its victim's blood. A single gunshot will crawl into this monster, while a blast from a Shotgun takes out multiple worms.

When attached to its prey, the victim needs to execute a quick escape or the Sliding Worm will continuously drain blood and life. Stepping on Sliding Worms causes no damage, and the intended target can't leave a room until all the attached parasites are shaken off. It's best to avoid Sliding Worms as much as possible, and cross their area swiftly.



## ZOMBIE

These victims of the T-virus outbreak are more powerful than ever. Their reach is surprisingly long, so don't wait too long to open fire as they approach. When caught in a Zombie's grasp, quickly press the trigger and face buttons to get free more quickly. The longer the death grip on its victim, the more life they drain. If you can shove one over, it will also knock down any Zombies behind it. Zombies can sometimes lurch toward its prey at surprising speeds. While holding the Right Trigger to aim, press the Left Trigger to target a fast-moving Zombie as it nears.

The Handgun is the weapon of choice against lone Zombies. Fire four or five bullets to knock one to the ground, then stand over the body and fire one to four more shots to finish the job. If a Zombie rises completely, additional bullets are required to kill it. Groups of Zombies are best subdued with the cone-shaped blast radius of the Shotgun, but it takes multiple shots to take down a group. The swiftest method for Zombie eradication is with the one-shot decapitation technique, described in the next chapter.



## ZOMBIE DOG

These poor pets infected with the T-virus can be fierce and swift when attacking, but they can also be the most docile and avoidable enemy. When entering an area with Zombie Dogs, they might be grazing, feeding on corpses, or patrolling. By carefully walking through their territory, you may be able to escape without ever angering them. If a dog is attacking, the Handgun is the weapon of choice. Fire one bullet to knock it down, then stand over the creature and shoot it repeatedly until it yelps and falls still. When dealing with packs of dogs, shoot one and then take turns shooting the others. As each dog rises, aim at it again and try to control the entire pack at once rather than kill one dog while the others attack.



# Survival Instincts

This chapter describes the basics of *Resident Evil 3: Nemesis*, as well as some master strategies. Whether you're a beginner or a survival horror expert, learning these tips and tactics in advance will make the fight against the mad dog much easier—and even more fun!

## Aiming Options

An essential feature to master in any *Resident Evil* game is the ability to auto-aim. After starting a new game, enter the Options menu and select the Button Config choice. Press Down on the Thruststick once to highlight the Aim option, and set it to Auto. Manual mode is too difficult for beginners.

With a weapon equipped, press the Right Trigger button to aim at the closest enemy. Continue to hold the Right Trigger button and press the Left Trigger to switch aim to the next closest enemy. Press the A button to fire.



To aim at the center of a group of enemies, or to aim at an explosive object in the environment like a barrel or wall-mounted bomb, press the Left Trigger button. While holding the Left Trigger button, press the Right Trigger button to switch aim between objects and groups of enemies.

## Hard Mode Vs. Easy Mode

Easy mode is a good way to slip nicely into a tense and frightening situation. However, you can't unlock all of the game's secrets in Easy mode, so at some point you will likely desire to advance. The following information describes some of the differences between the two modes:



- **Easy Mode:** Jill starts with 10 inventory slots and the Wall Assault Rifle. You can find all of the weapons and plenty of ammo in the Item Box, plus Unlimited Inv Withness. All ammo found in the stages is double in quantity, and all ammo made with the Refueling Tool is more plentiful as well. Enemies are easier to kill, including bosses.
- **Hard Mode:** Jill starts with only eight inventory slots, the Handgun, and no additional ammo. The Item Box contains only a knife. There are more weapons to find. Enemies are at normal difficulty and population levels per room.

## Bombs and Barrels

A great feature of the game, and one that will save tons of ammo, is the placement of red exploding bombs and barrels. When a tough group of enemies is posing difficulties, position yourself on the other side of a bomb, barrel, steam pipe or whatever. Sometimes, you must stand in front of the device and lead enemies to it, before running to a safe distance. When the enemies get close to the exploding device, press the Left Trigger button to aim at the device and fire. The monsters will explode in burning agony!



## Dodge Maneuver



Pressing the Right Trigger, Left Trigger, or A buttons at the moment an enemy attacks elicits an emergency dodge move. Against Zombies, this move can make your character execute an offensive shoulder butt that may knock down an entire group of closely stacked ghasts. When facing all other enemies, including Nemesis, performing the emergency dodge move at the right time causes the character to roll away from a foe in a random direction.

## Quick Map

Many of the city's alleys and streets are similar in appearance and with multiple exits, which may cause confusion to set in. Refer to the in-game maps often with the Quick Map button (press the X button). Press the A button to zoom in and out, and use the directional buttons to scroll left or right or between levels. Press the START/PAUSE button or the Right Trigger button to access a list of all the areas and switch maps. Obtain the full map for each area as soon as possible to help better plan a strategy for movement across town.

## Creating Ammo

Jill starts either game mode with the Reloading Tool, a device used to make ammunition. All ammunition is comprised of the following basic elements: Gun Powder A and Gun Powder B. They can be combined with the Reloading Tool individually, or with each other to form Gun Powder C. There are many possible combinations of Gun Powder types. They all have different results when compounded with the Reloading Tool. You can also combine Gun Powders with Grenade Rounds to create small quantities of various types of grenades. Only the Gun Powder combinations listed in the following table will work. Quantities made will rise the more times you compound each powder or combination.

### Compounded Gun Powder to Ammunition

COMBINATION	USE RELOADING TOOL	AMMO TO 4-GUNPOWDER ROUNDS
A	15 Handgun Bullets	6 Flame Rounds
B	7 Shotgun Shells	6 Acid Rounds
C (A+B)	10 Grenade Rounds	6 Freeze Rounds
AA	35 Handgun Bullets	12 Flame Rounds
BB	18 Shotgun Shells	12 Acid Rounds
AC	10 Flame Rounds	N/A
BC	10 Acid Rounds	N/A
CC	10 Freeze Rounds	12 Freeze Rounds
AAA	55 Handgun Bullets	18 Flame Rounds
AAB	30 Shotgun Shells	N/A
BBA	60 Handgun Bullets	N/A
BBB	30 Shotgun Shells	18 Acid Rounds
CCC	30 Magnum Bullets	18 Freeze Rounds

## Ammo Experience

The more times you make a gun powder or compound gun powder into ammo, the more experience Jill gains. One level of experience is gained per powder or combination category (note previous table) when it's converted into ammo. You also receive one experience level per combination of grenades and powder. As higher experience levels are obtained, more ammo is made per action.

In other words, the first three times you combine AA with the Reloading tool, you'll make 35 Handgun Bullets. But on the fourth action, you should make at least 55. All other actions that involve Gun Powder A in any form will also receive the same boost!

The following table indicates how ammunition amounts increase based on experience levels. The "level" essentially shows the number of times each type of ammo is made. Multiply the modifier times the number listed in the Compounded Gun Powder to Ammunition table to determine the number of bullets each action should make.

Type	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Handgun	1	1.1	1.3 (Enhanced 1.1)	1.5 (Enhanced 1.3)	1.7 (Enhanced 1.5)	1.9 (Enhanced 1.7)
Shotgun	1	1.1	1.3 (Enhanced 1.1)	1.5 (Enhanced 1.3)	1.7 (Enhanced 1.5)	1.9 (Enhanced 1.7)
Magnum	1	1.1	1.3	1.5	1.7	1.9
Grenade	1	1.1	1.3	1.5	1.7	1.9

## Enhanced Ammo



As a special feature of ammo making (apart from the experience level), producing Handgun Bullets or Shotgun Shells seven times will enable you to make the **Enhanced Ammo**. The easiest way to achieve the ability to make Enhanced Ammo is to combine Gun Powder A with the Refueling Tool seven times. On the eighth attempt, combine Gun Powder A with the tool to receive the option to make the Enhanced Ammo instead. Now combine Gun Powder B with the tool seven times to create Enhanced Shells. This type of ammo has far greater stopping power, meaning that it takes fewer shots to eradicate an enemy. You can't, however, combine Enhanced Ammo with regular ammo in a weapon, so you must use up the old stuff first.

## Mixing Herbs

The various herbs are essential to staying alive. Green Herbs restore health, while Blue Herbs cure poisoning. You can combine several Green Herbs to increase strength, or mix them with Blue Herbs to restore health and cure poison at the same time.

Recovers From	Restores
First Aid Spray	200HP
Green Herb	50HP
Green Herb (x2)	100HP
Green Herb (x3)	200HP
Green Herb + Red Herb	200HP
Green Herb + Blue Herb	50HP + Cures Poison
Green Herb (x2) + Blue Herb	100HP + Cures Poison
Green Herb + Red Herb + Blue Herb	200HP + Cures Poison

Red Herbs are useless by themselves, but when combined with Green Herbs they are as strong as a First Aid Spray. Blue Herbs can't be combined with Red Herbs. Yet, after combining a Green Herb and a Red Herb, throw in a Blue Herb to make a yellowish compound that will completely restore and cure the character in one shot. The table to the left lists all the possible combinations for easy reference, along with how much health they restore.

## Status and Using Herbs Wisely

Jill and Carlos both have 200 HP, although this value isn't displayed on-screen. Therefore, a Green Herb only restores a little health, while a First Aid Spray provides complete recovery. Use the following table as a reference when health runs low.

EKG Status	HP Remaining	Restoring Health Using
Green	200-101 HP	Green Herbs alone
Yellow	100-41 HP	Three Green Herbs individually
Red	40-21 HP	Three Green Herbs individually ("Caution")
Red	20 HP and below	First Aid Spray or strong mixed herb ("Danger")

It should be noted that poison status changes the EKG to blue. When this occurs, HP will decrease every 15 seconds or so.



The amount of HP restored to the character is counted against you when your overall grade is tallied at the end of the game. Knowing the relative HP to status variables, along with administering recovery items wisely, could save you from dropping a letter grade in your final score.



## Nemesis

Throughout this adventure, Umbrella's worst biological terror shows up over and over again and attempts to kill Jill. Your best chance for survival is to run through the nearest exit. Quite typically, Nemesis will chase you through two or three areas, depending on the layout or functions of the area you cross. If you go through an area where he cannot enter, he will meet you on the other side.



### Nemesis Made Easy

Use these strategies when you encounter the Nemesis in the boss fight at the Clock Tower!

## Rare Items

Many times when you face the Nemesis and defeat it, the creature drops an Umbrella case. Inside the case is a Rare Item. Opportunities to receive Rare Items from Nemesis are mentioned throughout the walkthrough.

Drop #	Item	Description
1st	Eagle Parts A	Parts needed to make the STI EAGLE 8.0.
2nd	Eagle Parts B	Parts needed to make the STI EAGLE 8.0.
3rd	First Aid Box	A box for carrying three First Aid Sprays at a time.
4th	M37A, Parts A	Parts needed to make the M37A Shotgun.
5th	M37A, Parts B	Parts needed to make the M37A Shotgun.
6th	Assault Rifle/Infinite Ammo	Changing Item*

\*Kill the Nemesis six times in your first game to make it drop the Assault Rifle. Kill the creature six times in a replay game to make it drop the Infinite Ammo for one weapon.



## Shotgun Decapitations



For a guaranteed kill in one shot, equip the Shotgun and wait until one or more Zombies are a step or two from grabbing the character.



Hold the Right Trigger button and press Up, so that the shotgun is right under the chin of the lead Zombie...



...and fire. The lead Zombie's head blows up in a spray of skull and bone fragments. Any Zombies directly behind this one will suffer the same effect!

## Bait and Dodge



As a zombie moving Zombie approaches, wait near a wall or corner and turn to the open side of the street.



When the Zombie draws near, run to the opposite side of the street.



Come around the creature and run past it. You're home free!

## Aim Mastery



Running forward, you spot a dog. Aim and shoot it once to knock it down.



You can hear that the attack alerted another dog just off-screen. Press the Left Trigger button to target the new enemy as it approaches and shoot.



Press the Left Trigger button again. This time aim returns to the first dog (just as it's rising). Shoot to knock it down again.



Keep switching aim back and forth, preventing both dogs from attacking, until both perish.

# Weapons and Ammo

Knowing the power and rate of fire of all of the weapons beforehand is tantamount to success in all *Resident Evil* games.

## Knife

Although it's the weakest weapon in the game with no range, the Knife is still better than being unarmed. Thanks to the ledge function in *Resident Evil 2: Nemesis*, the knife becomes more useful as an unsparingly useful tool to kill enemies. It can serve as the perfect weapon to show away an attacking flock of Crows. The Knife can inflict double damage when aimed upward at a Zombie's head, and it will even sever legs and render a walking Zombie into a crawling one. Don't underestimate the potential for fun with this weapon, especially in *The Mercenaries* mini-game.



## M92F Custom Handgun

A custom handgun made for S.T.A.R.S. by Robert Kendo, a local gunsmith under contract with Barry Burton and the R.P.D. It fires 9mm parabolium rounds, also known as Handgun Bullets. You can even load this weapon with Enhanced Bullets for greater stopping power and deadliness. The Handgun holds a clip of 15 bullets; after using these bullets, it must be reloaded. When the gun runs dry, you'll hear a clicking sound on the empty chamber until you release and press the Action button.



To avoid danger, reload the Handgun by combining the weapon with the ammo in the Status menu. Because of the great quantities of ready-made Handgun Bullets found throughout the game, this is the recommended weapon to use against frequently appearing enemies (such as Zombies, Zombie Dogs, Crows, and Sliding Worms). The Handgun is also the recommended weapon for shooting exploding objects such as barrels and wall-mounted bombs. This tactic helps to destroy groups of enemies.

## Sigpro SP2009

The standard-issue handgun of the U.B.C.S. team, this lightweight firearm discharges 9mm parabolium rounds with a quick rate of fire than Jill's custom weapon. The weapon's low weight also enables the user to raise and lower it more quickly than other handguns. Use it in similar situations as the M92F Custom detailed at the top of this page. This is the weapon of choice when fighting Zombies, Zombie Dogs, Crows, and Sliding Worms.



## STI Eagle 6.0 Handgun

A custom gun made for competitions, this weapon uses regular 9mm parabolium rounds. Unfortunately, you can't use the enhanced handgun bullets with it. The Eagle fires and reloads at an incredibly fast rate, thus enabling the user to kill a Zombie or Zombie Dog much quicker. Due to the weapon's increased accuracy, there is also a slight chance that each bullet fired will decapitate a Zombie or Zombie Dog—just like a Magnum! To acquire the Eagle Parts A and Eagle Parts B, you must defeat the Nemesis on two separate occasions in the game, then combine the two parts to create the weapon.



## S&W M629C Magnum

The Magnum revolver is a large, classic-style, stainless steel revolver with weights under the barrel to reduce the recoil. It uses .44 Magnum bullets. The Magnum is a one-shot kill weapon for most enemies in the game, except bosses. This is the best weapon to use against Hunters, Drain Deimos and Brain Suckers, as well as the Nemesis during his random appearances.



## Benelli M3S Shotgun

A lightweight, portable pump-action sawed-off shotgun that fires 12-gauge shotgun shells or enhanced shotgun shells. This gun emits a cone-shaped blast that damages everything within a certain radius in front of it. This weapon is excellent to use against large flocks of Crows and groups of Zombies. Two close-range blasts from a Shotgun will kill a Hunter, a Drain Deimos, or a Brain Sucker. You can even use the Shotgun to decapitate Zombies. Just aim upward and fire when the Zombie is extremely close to kill it in one shot.



## Western Custom M37A Shotgun

A wild-west style shotgun with a quicker rate of fire and a faster reloading system, you must defeat the Nemesis many times and collect several Rare Items to acquire it. Obtain the M37A Parts A and M37A Parts B, then combine them to create this weapon. When equipped, the character can rapidly fire from the hip and quickly eliminate anything standing in front of him or her. However, this weapon cannot accomplish the decapitation trick as easily, and it cannot be loaded with the enhanced shotgun shells.



## M4A1 Assault Rifle

The ultimate crowd-controller, this rifle-style weapon loads 5.56mm NATO rounds. You can even switch between Auto or Manual mode. Auto mode turns the weapon into an all-out submachine gun with rapid-fire capabilities, while Manual mode enables the user to conserve ammo and fire in short bursts.



Because of its adaptability, you can use the Assault Rifle against all kinds of foes. Set the weapon to Manual mode when dealing with lesser creatures, and set it to full Auto for monsters such as Hunters, Drain Deimos, Brain Suckers, Giant Spiders, or bosses. Once the clip empties, however, it's useless! You can win an unlimited assault rifle in *The Mercenaries* mini-game.

## Mine Thrower

A prototype weapon made by Umbrella's armament department, this weapon loads special bullets equipped with a sensor. The weapon activates the sensor upon firing, so the mine won't detonate in close proximity to the person holding it. If the mine strikes an enemy, it will detonate after five seconds and cause trauma to everything within a small radius around the target creature. If the mine misses its target, it will remain visible in the environment. Anything that walks in close proximity to the mine will cause it to explode, except for the person holding the weapon. If no enemies walk close to the mine, pick it up by moving to the charge and pressing the Action button. Collected mines can be fired again.



If the Mine Thrower is unequipped or reloaded while mines are still active in the environment, the active mines will disappear. If this occurs, they can't be reused. The Mine Thrower gains some additional abilities if the Infinite Ammo prize is obtained in *The Mercenaries* mini-game, so check it out!

## HK-p Grenade Launcher

The HK-p Grenade Launcher is a small projectile weapon that launches various types of explosive cylinders, developed mostly for police use in riots. It comes loaded with normal fragmentation Grenade Rounds, but you can also load it with Flame Rounds, Freeze Rounds, or Acid Rounds. These various ammunition types make the Grenade Launcher a very powerful and highly versatile weapon, usable against every type of foe in the game. Unfortunately, Grenades are difficult to find, and require a great deal of various Gun Powders to make with the Reloading Tool.



## Rocket Launcher

An older model M88 Rocket Launcher loaded with four surface-to-air missiles. Although this device slows movement speed and is somewhat difficult to raise, any creature hit by a rocket will die on impact. Two shots from the Rocket Launcher even sends the Nemesis to an early death. This weapon is located in the locker on 1F of the Dead Factory, and it's also an effective tool against attacking helicopters. You can win an unlimited Rocket Launcher in *The Mercenaries* mini-game—that's where the fun begins!



## Handgun Bullets

You can make these from parabolium rounds with the Reloading Tool upon reaching a certain level of mastery in arms making. Load them into either the M92F or the SIGPRO, but opt the STI Eagle 6.0. An enhanced bullet not only causes more damage, but it might also decapitate a Zombie or Zombie Dog. With greater stopping power, the explosive force of these bullets knocks most enemies away from your character.



## Gatling Gun

The Gatling Gun is a bonus prize won in *The Mercenaries* mini-game. This is an underarm-style, tri-barrel machine gun that sprays bullets in a wide radius, blasting enemies on the ground, walls and ceiling. Its powerful but has a slow rate of fire. The barrels must start spinning before the shooting commences, so begin firing at a good distance away from enemies.



## Handgun Bullets

Load these 9mmx19mm parabolium rounds into the M92F8 Custom or the SIGPRO SP2000. Usually, bullets are found in packs of 30. You can create them with Gun Powder A used in the Reloading Tool.



## Shotgun Shells

The Benelli shotgun requires these 12-gauge shells full of pellets that scatter in a cone-shaped pattern from the barrel upon firing. Boxes of shotgun shells usually contain seven shells, and they can be manufactured by combining Gun Powder B with the Reloading Tool.



## Shotgun Shells E

As ammo-making skills improve, the option to create these enhanced shells becomes available. With extra-strong quantities of gun powder packed into each shell, these 12-gauge shells have greater stopping and killing power. They are more effective against Hunters, Drain Deimos, Brain Suckers, and other tough monsters.



## Magnum Bullets

These powerful .44 Magnum rounds for the S&W M&S&C revolver are hidden in a few rare spots throughout the game. The Magnum is more effective by making additional Magnum Rounds by combining large quantities of Gun Powder C to make additional rounds.



## A.R. Bullets

These 5.56mm NATO rounds are used in the M&A1 assault rifle. Extra clips for the rifle are found only in Key Mode. Each clip is measured in percentage, with 100% being the equivalent of 300 bullets.



## M.T. Rounds

M.T. Rounds are special bullets for the Mine Thrower equipped with a sensor that bursts if anyone other than the person holding the weapon approaches the mine.



## Grenade Rounds

Standard fragmentation shells that load into the H&g Grenade Launcher and scatter upon impact, it can cause additional damage to objects or persons surrounding the target. This ammo is most effective against Zombies, Zombie Dogs, Brain Suckers, and most bosses.



## Acid Rounds

These special shells, which are loaded into the H&g Grenade Launcher, are filled with anti-biological sulfuric acid. Shattering on impact, Acid Rounds cover the target in corrosive fluids for a painful and tortuous demise. This ammo is most effective against Giant Spiders, Drain Deimos, Hunter Betas, and most bosses.



## Flame Rounds

Ammo for the H&g Grenade Launcher, these special shells are filled with powerful napalm gel that fragments on contact with the target. The enemy is instantly consumed in flames; the fire burns for several seconds thereafter and repeatedly causes damage to the foe. This ammo is most effective against Hunter Gammas, Zombies and Zombie Dogs, as well as most bosses.



## Freeze Rounds

These special shells, also for the H&g Grenade Launcher, are comprised of a warhead filled with low temperature liquid nitrogen. Upon impact, the shell explodes and freezes all or parts of the creature struck by it. This ammo is most effective against Drain Deimos, Brain Suckers, Giant Spiders and Hunters, generally used as a tool for reducing mobility.



# Key Items and Files

## Unknown Key Items

Item	Location	Use
Handcuff Key	Warehouse office	Warehouse door
Fire Alarm	Northtown alley	Kataguchi Key Making Sales Office
Lighter	Bar	Oil room on gate, greenward fireplace
Lighter-Flint	Alley basement	Combine with Lighter
Oil Additive	Sales Office storage	Combine with Marlin Oil to make Mixed Oil
Power Cable	Parking Lot	Repair the Trailer
Reinforcing Tool	All's status menu	Make construction
Square Crank	Outside Sales Office	Shutter door behind Bar

## Police Scanner Key Items

Item	Location	Use
Lookback	S.T.A.R.S. Office	Various locations
S.T.A.R.S. Card (Red)	First's locker, courtyard	Access lobby computer
S.T.A.R.S. Card (LB)	2F west meeting room	Access lobby computer
S.T.A.R.S. Key	2F evidence room	Unlock S.T.A.R.S. office on 2F
Repeater	2F evidence room	Check on City Hall gates

## Department Key Items

Item	Location	Use
Buttons	Mayor's station, City Hall	Power off to reach Substation
Bank of Windows	Mayor's station, City Hall	Obtain Police Computer from Scavenger
Scavenger	Restroom or Newspaper Office	Check on City Hall gates
Fire Hook	Restroom of locker	Open door back in kitchen
Fan	Substation	Repair the Trailer
Police Computer	City Scavenger by Restroom	Obtain Buttons from Mayor's station
Machine Oil	Gas Station	Combine with Oil Add. to make Mixed Oil
Mixed Oil	Combine Machine Oil and Oil Add.	Repair the Trailer
Seat Belt Crank	Storage room near Restroom	Open Gas Station shutter door
Wrench	Trailer, first car	Open Gas Station, obtain Plug Wire

## Clock Tower Key Items

Item	Location	Use
Mixed Key	Chapel or Bedrooms	Lower ladder in 3F
Chromas Chain	3F master box	Combine w/Window Key to make Chromas Key
Chromas Gear	Combine Dial & Silver Gear	Mechanism on 2F
Chromas Key	Combine Chromas Chain w/Window Key	Unlock green door in 1F history
Gold Gear	1F portraits of time room	Combine w/200 yen Stone to make Chromas Gear
Silver Gear	3F east shelves	Combine w/Gold Gear to make Chromas Gear
Window Key	Chapel or Bedrooms	Unlock door, w/Chromas Chain to make Chromas Key

## Biomedical Key Items

Item	Location	Use
Medicum Base	3D Hunter Lab	Adjust to make Vaccine Medium
Pickman Key	4F data room	Unlock room 401 on 4F
Type Recorder	1F doctor's office	Play Director's voice for the alteration panel
Vaccine Base	Room 401 on 4F	Combine with Vaccine Medium to make Vaccine
Vaccine Medium	3D Lab	Combine with Vaccine Base to make Vaccine
Vaccine	Vaccine Base + Vaccine Medium	Administer to All in the Chapel

### Park Key Items

Item	Location	Use
Overgrown Key	Dead body on forest path	Unlock door in graveyard
Iron Pipe	Gravestone shed	Fire brick room in fireplace
Main Gate Key	Controller's room	Unlock main gate at city park
Room Gate Key	Hidden room in shed	Unlock rear gate on forest path

### Police Station Key Items

Item	Location	Use
Card Key	Treatment room	Open treatment room door, power 1F lift, open 1F shelter door
Firefight Key	1F writing room	Unlock 1F corridor door, unlock 1F locker
Explosive Remote	1F writing room	Blow up position of water
System Disk	1F disposal pool balcony	Unlock treatment room from outside
Water Sample	1F security room	Balance the water quality check machine

### Map Locations

Map	Location
Uniform Map	Uniforms south shed area, fire station
Police Station Map	Station entrance hall, security desk
Overgrown Map	Control room, corridor
Clock Tower Map	Clock Tower lobby
Hospital Map	1F doctor's office
Park Map	Park fountain area
Dead Factory Map	1F disposal pool balcony

### Files

File	Location
Game Instructions A	All station areas
Game Instructions B	All station areas
Clock Tower Password	Uniforms Room
Photo A	Uniforms, backdoor street
Martin's Report	Police Station, west office
Park's Memo	Police Station, backroom
FSS from Radio	Police Station, S.T.A.R.S. Office
Secretary's Diary	Uniforms, Train Uniforms alley
City Guide	Downtown, Barbecue room
Photo B	Downtown, Newspaper Office 1F
Photo C	Downtown, Newspaper Office 1F
Superhero's Memo	Downtown, Newspaper Office 2F
Mechanic's Memo	Downtown, car dealer car
Manager's Report	Uniforms, Kelen Office
Engineer's PMS	Uniforms, Kelen Office
Don's Memo	Uniforms, warehouse
Operation Instruction	Clock Tower, 1F lobby
Art Picture Password	Clock Tower, 1F library
Secretary's Pocketbook	Clock Tower, fire ported room
Director's Diary	Hospital, 1F doctor's office
Photo D	Hospital, 1F data room
Medical Instruction Manual	Hospital, 1F center lab
Photo E	Park, captain's room
Written Guide	Park, forest path
Superhero's Report	Park, hidden room in shed
FSS from the HQ	Park, hidden room in shed
Manager's Diary	Dead Factory, 1F writing room
Security Manual	Dead Factory, 1F security room
Inspector Manual	Dead Factory, 1F tower base
Classified Photo File	Dead Factory, 1F junkyard

\*Listed in the order required to obtain the secret file. See the "Secrets and Exchanges" chapter for more information.

# The Walkthrough



*Resident Evil 3: Nemesis* is one of the most challenging survival horror experiences conjured up by the geniuses at Capcom. Creating a comprehensive strategy guide for this complex and multi-layered game has been a daunting task. But after three years of hard research, BradyGames is proud to present the most comprehensive walkthrough available for this fun and frightening game. All the details contained in this chapter are devoted to mastery of Hard Mode.

The best approach to *Resident Evil 3: Nemesis* is to attempt each challenge on your own, then turn to this guide when you need help. Due to the branching events, moving items, and random enemy appearances, describing exactly how to get from point A to point B is impossible. What you will find is a fully comprehensive guide that details how your choices and actions affect your future gameplay, as well as how to change the game for a unique experience each time through. Each section begins with detailed descriptions of the main objectives. This is followed by the finer points of how major events can change or differentiate, how items relocate, and how to stay one step ahead of this ever-changing game at all times. Look for the following types of sidebar text callouts throughout the walkthrough to help keep you going.



## GAMEPLAY TIPS

These highlighted sections contain extra information that will help you build your survival skills. Perhaps there is a certain position in the room that is most advantageous, or a way to avoid certain dangers. These tips contain information on the skills and tricks used by the pros!

## NEMESIS APPEARS!

The Umbrella Corporation's most pernicious and persistent creation is hot on Jill's tail and chases her from area to area. While his appearances may seem somewhat unpredictable, it's still possible to know in advance when Nemesis may appear. Also, your actions can affect the times Nemesis appears and this guide details how!



## LIVE SELECTION



*Resident Evil 3: Nemesis features the unique Live Selection feature. During certain events the action reduces to slow motion, and you are offered a brief opportunity to make a decision as to what course of action the characters should undertake. Your decision affects the outcome of the event, the placement of items and enemies, and possibly the end of the game. While all Live Selections are presented in this format, the effects of these events may reach far beyond the text contained within these boxes.*

## PATH AND EVENT CHANGES

Sometimes your actions can cause events to happen at a certain time, and sometimes you can never get an event to occur, no matter how hard you try. Learn exactly what to do in order to trigger an event to happen in these detailed sections that describe all the possible variations in the game.



## INVENTORY CHECK

So you've found an item box, but you're not exactly sure what equipment to keep and what to drop off? These detailed Inventory Checks will keep your inventory light enough to pick up all the key items required, while packing the appropriate firearms for any upcoming enemies.

# BOSS

Certain tough creatures are known as "bosses," and they require more complex tactics, often requiring help from elements of the environment. You can be positive that these strategies will bring down all the evil monstrosities that Umbrella can think of.





## TOO MANY ZOMBIES, NOT ENOUGH BULLETS

There are so many Zombies that it's not worthwhile to shoot and kill all of them. Each Zombie may require six to nine shots to kill, which is simply a waste of ammo. You must conserve all of your ammo for tougher enemies. Make a habit of "testing and dodging." Shoot just enough times to knock down a ghoul, then dash past it. Or even better, learn to master the "shoulder butt technique." All of these pro-survivalist tactics and more are described in the "Survival Instincts" chapter.

## Shellshock Syndrome

Safe for the moment inside a warehouse, Jill cannot convince fellow survivor Davis Rossa to help her look for an escape route. The man locks himself in a boxcar, and won't emerge until events much later in the game.



Move west across the warehouse and locate the **First Aid Spray** on top of the barrels. This is the most powerful health recovery item in the game, but it also comes with the gravest penalty to your overall ranking. Use them sparingly and wisely. In the alcove north of the barrels, check the locker with the green light to find a box of **30 Handgun Bullets**. Whenever you find 9x19 Parabellum rounds, sometimes you'll find 30 quantity and sometimes 15.



The exit from the warehouse is locked. Continue upstairs to the warehouse office, and grab the **Hackdoor Key** from the rack just inside the door. When you first pick it up, it's called the Warehouse Key. Jill must examine each key item more closely to determine its purpose and its real name. In this guide, we always refer to the proper name of each item.



Venture further into the room to discover an **Item Box**, a **Typewriter**, and **Ink Ribbons**. Typewriters mark the points in the game where you can record your progress, but you'll need an Ink Ribbon item in your inventory. Luckily, there are some **Ink Ribbons** sitting next to the Typewriter, and they always come in packs of three. Further back in the room, find two **Gun Powder A** items inside the open locker. It's time to prepare for the long journey ahead.

## BULLET MAKING 101

Jill is already equipped with her trusty **Reloading Tool**, which can be used to turn various types of Gun Powder into ammunition. Bullet making is a skill that Jill can develop throughout the course of the game. The more times she makes a certain type of ammunition, the higher the quantities of bullets she will make. If Jill makes bullets and shotgun shells enough times, she will gain the ability to make the **Enhanced Bullets** and **Enhanced Shells**, which have greater stopping power.

The easiest way to improve Jill's skills is to make individual boxes of Handgun Bullets out of the two Gun Powder As. If you combine the two to make a Gun Powder AA, Jill will make more Handgun Bullets but it will take her longer to learn to make enhanced ammo. The choice is up to you. More detailed information about bullet making is contained in the "Survival Instincts" chapter.



## INVENTORY CHECK

Jill starts with a Handgun, the Reloading Tool, and two files. Use or check both of the files, and they will be moved to the file menu where you can review them at any time. There is a Knife inside the Item Box, but ignore it. After saving your game, dump everything into the Item Box except for the Handgun, Bullets, and the Backdoor Key.

## Damage Survey

Leave the warehouse, head through the short alley, and exit to the first street area. There are two ways you can cross this area. The short way is to take three steps to the south and enter the door to the alleyway. The long and slightly dangerous way to cross is through the street, which is peppered with a few Zombies. Thanks to the width of the alley and the street, running past each Zombie without shooting should be easy. The northwest door is locked from the other side, so you'll have to enter the alley using either way.



## PASSENGER UNREST

As you head northwest past a wrecked vehicle, the door may "wiggle." This small effect is a prerequisite to claim some items at a later point in the game. The book will indicate what to do when the time is right, so do yourself a favor and set this gear in motion for now.



## Flight of the Chickenheart



There are two **Green Herbs** in the southwest passage of the tight alleyway. Pick up both of them, combine them to save inventory space, then examine the door on the northeast wall. A man bursts through the door and dashes through the southwest exit, leaving a scrambling horde of Zombies in his wake. This is an instance in which you must shoot the enemies, but you must also be smart and use the environment.

Run down the east set of stairs and wait at the bottom. As the faster Zombie approaches, aim the Handgun upward and blast the creature. Keep shooting until you hear its death rattle, and a pool of blood spreads underneath it. If the slower Zombies haven't arrived yet, head to the top of the stairs and blast the next ones as they appear. The slower Zombies will remain inside the door or mull around just outside. Knock them down with bullets, then enter the room and descend the stairs.





## Mean Streets

Your Handgun ammo is probably running low already, so use the "bait and dodge" technique to weave through the street until you spot the **Uptown Map** on the wall near a fire escape. Climb onto the crates and grab it for easy



reference, then quickly ascend the fire escape and grab the two **Green Herbs** on the top level. Be quick, or a small crowd will gather at the foot of the crates, making escape difficult. Head north and enter the next door.

Mastery of this area requires swift movement and action. Equip the Shotgun and charge into the area until you spot a set of stairs on the left. Dash down the stairs to see Brad Vickers from S.T.A.R.S. shoot a Zombie and run off. Jill must deal with the remaining two, who block access to Brad's location. Use the "shotgun decapitation" technique to kill each Zombie with only one blast of the boom stick. Notice the closed shutter and the square hole in the wall, then head upstairs after Jill's terrified teammate.



## Barroom Brawl

Jill steps into the bar to see that Brad is learning Zombie survival skills—the hard way. Although it may be tempting to blast the creature and help Jill's comrade, save your ammo and let him take care of the monster himself. After Brad dashes off once again, grab the **Empty Lighter** from the table by the front door. Combine it with the Lighter Oil to make the functional **Lighter**.



Check behind the bar for the **Clock Tower Postcard**, and search near the register for a box of **30 Handgun Bullets**. Instead of following Brad back into the dangerous street, return to the back alley and head east.



### HELPFUL JILL OR NASTY BRAD?

A change in the dialogue occurs if you attempt to exit the back door of the bar while Brad is in peril. The conversation between Brad and Jill becomes much more heated than if Jill helps Brad or does nothing during the Zombie attack event.

## Optional Rescue Attempt

You can trigger an optional event after the meeting with Brad, or when you return to the Uptown area much later in the game. Attempting to rescue a hurt- ed civilian at this opportunity could also net you an extra item. Head southeast through the back alley and unlock the door back to the curved street area. You'll then hear a woman scream. Further down the street, you'll see her as she runs from Zombies. Be cautious, though, because the Zombies are more interested in nibbling on Jill than chasing the woman. Pause for just a moment as the two Zombies start to turn, then run between them when a sizable gap appears.



Move just south of the red barrel, then turn and aim the Handgun at the barrel. As the Zombies move next to the barrel, fire! The resulting explosion will cook several of them at once. Talk about using your environment!

Follow the woman to the alley just outside the warehouse. As her final scream indicates, the woman doesn't make it to the safety of Jill's starting point. Rather than exact revenge on the creature who killed her, return to the street area and continue on your journey north.



### COME TO FRUITION

If you followed the instructions in the previous note titled "Passenger Unrest," a Zombie will burst out of the wrecked car following the poor woman's desire. But if you didn't "cause" the car door to wobble, this event won't occur. After dodging or contending with the Zombie, check the open side of the vehicle for a Gun Powder B.



## Brutal Advance

Return to the alley behind the Bar and head north. Enter a short section of barricaded street, then run west to witness a throng of Zombie cops pushing at a roadblock. Check the gate just past the barrel. The exit is bound with an oil-soaked piece of rope. Before you can whip out your trusty lighter, the Zombies crash the gate and advance in a crawling, staggering horde. Retreat to the east side of the exploding barrel, and wait for the group to cluster around the red cylinder. Target the barrel and wait for some of the Zombies to move past the barrel, closer to Jill. If you wait just long enough to fire, you can barbecue all but two of the Zombies with just one shot!



This picture depicts Jill standing at the perfect distance from the barrel. The Zombies surround the explosive, in front of and behind the barrel, just before Jill shoots it and blows them all!



Even the remaining stragglers should have taken enough damage that they can be put down with a few Handgun shots. Check the back of the area for two **Red Herbs**, then mix them with the single Green Herb already in your possession to make powerful medicinal compounds. Search the second body closest on the screen to find the **Photo A**. Then return to the gate and use the Lighter to ignite the oily ropes.

## Dog Zone



There is a ferocious Blaze at the intersection of the curved area, hiding even more ferocious adversaries. One Zombie Dog will leap from the flames to attack, while another crouches on its haunches nearby. The only way to avoid a hit from the dog's initial leap is to run past the sitting dog and duck into the first door on the left.

Storage rooms such as this one are safe havens, denoted with an "S" as save points on the map. Get the Ink Ribbons out of the Item Box and



record your progress on the Typewriter. Take the **Gun Powder A** and the **Gun Powder B** from the shelves, and turn them into Handgun Bullets and Shotgun Shells, respectively. The two hounds are still in the corridor outside, so quickly run east from the storage room and through the gate to the next area.



### INVENTORY CHECK

Inside the storage room, make sure out of the Gun Powders and store everything except the Handgun and plenty of bullets. If your parabolium rounds have dwindled down to 20 or less, consider taking the Shotgun and shells for backup. Also, place the Reloading Tool and remaining Ink Ribbons back into the Item Box when you're through using them.



## A New Goal

Run south past the blaze and examine the door in the small eastern alcove. When you try to open it, "a simple lock" prevents access. Jill is skilled with locks, but accidentally left her trusty tool at her office inside the Police Station. Head north up the street past the wreckage to arrive at the front gates of the R.P.D. Jill must briefly divert to her former workplace and collect the items needed to continue her escape from Racoon City.



# Mission 02: Escape the Police Station

## Police Station



## The S.T.A.R.S. Chaser

Reaching presumed safety just inside the R.P.D. gates, Jill is suddenly confronted by something huge and mighty ugly. After slaying poor Brad Vickers with a single gory attack, the tall creature marks Jill as his next target with a single growl: "S.T.A.R.S. . . ." You've just been introduced to the Nemesis, the bio-genetic scourge who will pursue Jill throughout the rest of this adventure.





## LIVE SELECTION: NEMESIS FIRST ENCOUNTER

- Fight with the monster.
- Enter the police station.



Choosing the second option enables Jill to safely escape into the police station's main hall. Unless you're playing on Easy Mode, there simply aren't any weapons powerful enough to fight Nemesis just yet. Although this is the safer option, you will miss out on a chance to obtain a key item that could shorten the trip to the Police Station.

To get the item, select the option to fight, then run away from Nemesis. When the creature stops running after Jill, move to Brad's body and search him to find the **Card Case**. Dash inside the front doors of the precinct house, then check the item to find

**Brad's S.T.A.R.S. Card**. If you don't want to risk death, you can find Jill's S.T.A.R.S. Card inside the Police Station later. If, by chance, you include the monster, you have the opportunity to receive a **Rare Item** from Nemesis. More on **Rare Items** is described in the "Survival Instincts" chapter.

### Familiar Territory

There are three **Green Herbs** to the east of the entrance. Head up either ramp to the front desk. A box of **30 Handgun Bullets** will help clear the disgruntled staff out of the building. You can use the Typewriter to save your game, but there aren't any Ribbons to help. On the next table lies the **Police Station Map**. The computer in the corner requires a S.T.A.R.S. Card to operate. If you have Brad's ID, use it to display the password of the day. The password is required to open a certain locker just a few rooms away, so memorize the code. Move around the back of the front desk to the north door on the west wall.



The west office is populated with some Zombies. The positions of the Zombies are different depending on the amount of time taken to reach the Police Station. Be advised that one Zombie might be posted extremely close to the entrance point of the room. Use auto-aim to locate off-screen enemies.

Clear the area of the infestation, then enter the smaller office in the southwest corner. Jill finds her buddy Marvin Brainagh here, comatose on the floor. He clutches **Marvin's Report**, detailing his investigation of some missing jewels.

### THE MOVING SHOTGUN SHELLS

A box of seven Shotgun Shells may be sitting on the desk—or maybe not. This is an item that has a 50% chance of appearing in the west office or on the fireplace in the back room of the 1F west meeting room. If Jill dies and you're forced to repeat the entire Police Station, the Shells will switch locations.



## Evidence Room



entrance hall to obtain the **S.T.A.R.S. Key**. If you haven't obtained the password, continue to search the Police Station until you find Jill's ID card.

Continuing east from the evidence room, move one or two steps away from the door and fire bullets down the corridor. Keep firing until you knock down the three Zombies parading down the narrow passage. Then stand over the prone bodies and execute any lingerers. Another mindless monster stands near the darkroom entrance under the stairs. Use the auto-aim feature to dispose of this one. Enter the small room under the stairs.

To the left of the door is a locker; examine it to find a **Gun Powder A**. On the desk is a Typewriter and handy **Ink Ribbons**. On the north side of the same desk is the chilling **David's Memo** file. Use the Item Box to lighten your load, then return to the stairwell.

Head north out of the west office, and search the locker marked with the light just inside the evidence room. This storage bin contains the **Sapphire**, one of two gems noted in Marvin's document. Run around the row of lockers to the north section of the room, and examine the other locker with the glowing red light. Enter the four-digit password gained from the computer in the





## INVENTORY CHECK

Dump everything from your inventory except the Shotgun and shells, and hang onto the S.T.A.R.S. Key if you have it. If not, it's time to find Jill's ID card and return to the lobby to access the security computer.

## Jill's Missing ID Card

The northwest wing of the Police Station is an optional area, but it becomes essential traveling if you haven't obtained a S.T.A.R.S. Card or the S.T.A.R.S. Key. After visiting the darkroom, return to the stairwell and enter the west door in the south corridor. Walk—don't run—from the entrance to the northeast corner, just to see what enemies lie in wait. The passage will either be patrolled by a group of Zombie Dogs, which attack immediately, or a horde of Zombie cops will be advancing from the south end. If you encounter Zombies, run through the rest of the corridor and duck through the double doors of the meeting room. However, if undead dogs guard this sector, your dodging skills come into play. Try to run through the leaping matts to the meeting room doors, and defend yourself from this position.



Inside the meeting room, pick up the **Ink Ribbons** on the desk just east of the doors. Head to the podium at the front of the room, and locate Jill's **S.T.A.R.S. Card** on the nearby desk. Return to the entrance hall and use the ID to access the security computer. The password enables you to open the locker in the evidence room containing the S.T.A.R.S. Key.



## SHOTGUN SHELLS AND RED HERBS

There may be a box of seven Shotgun Shells on the fireplace mantle in the back area of the meeting room if they didn't already appear on the desk near Marvin in the 1F west office. Also, you may find two Red Herbs located at the southwest end of the corridor outside the meeting room. They appear either here or in the west corridor on 2F. Both items have a 50% chance of appearing in either location. If Jill perishes and you're forced to pick up either of these items a second time, they will switch locations from their previous positions.





With the S.T.A.R.S. Key in your possession, equip the Shotgun and head upstairs. A group of Zombies wait on the second floor. If you were aggressive during the Nemesis Live Selection, one partly creature will wait by the stairs while more approach from down the corridor. If you fled or did not fight the Nemesis, the group will be by the stairs and the chubby fellow will hang out by the statue down the hall. If the group attempts an ambush, run back down the steps and wait at the bottom as they descend. Blast upward and take them down as they come.

Continue into the next corridor and use the S.T.A.R.S. Key to open the office door about halfway down the passage. Locate the **Fax from Kendu** on the FAX machine table by the door. You may recall Robert Kendu as the gun shop owner who served dinner to some Zombies at the beginning of Resident Evil 2. Behind the table are an interesting trophy case and a photo of the original S.T.A.R.S. team mounted on the wall. Search the desk in front of the captain's for a box of **30 Handgun Bullets**. Jill's desk is next to Chris Redfield's; this is where you find the all-important **Lookpick**. But don't run off just yet, there's more.



Check the medic's kit at the next desk for a **First Aid Spray**, then open the tall locker to find either the **Grenade Launcher** or the **Magnum**. There is a 50% chance that one gun or the other will be here. If you don't like what you receive, use the Reset command in the Options menu and replay the Police Station level. If you don't turn off the console, you will most likely find the other weapon on your next try.

## THE MOBILE RED HERBS

There is a 50% chance that you'll find two first Herbs on the floor at the south end of the 2F corridor. If they don't appear at this location, they are downstairs in the 1F west corridor outside the meeting room.

## NEMESIS APPEARS!

Returning to the first floor with the Lookpick in tow, Nemesis smashes through the window at the bottom of the stairs. Looks like your next dangerous enemy has picked up a rocket launcher and intends to use it. Fortunately, you can use the rocket launcher against Nemesis. If you shoot into the barrel of the rocket launcher just when the monster fires the weapon, the launcher will explode in Nemesis's shoulder and cause great damage. If you can defeat the evil chaser, there is an opportunity to make it drop another Rare Item. But if you're smart enough to run, the creature will appear again and chase you through the west office as well. On an amusing note, the Nemesis will kill any Zombies that get between him and Jill in the west office.







## INVENTORY CHECK

Upon leaving the R.P.D. precinct, it's possible to divert back to the storage room in the alleyway just west of the street area. You can use the item

box there to lighten Jill's load. In this next mission, it's best to carry just the Handgun and Bullets, plus the Lockpick.

## Return to Uptown Raccoon City



If you can escape the R.P.D. unscathed, Nemesis will lose your trail for the moment. Move south down the street and use the Lockpick to open the door in the southeast alcove. Continue up the narrow passage and around the corner, but ignore the exploding barrel and the gruesome shape that shimmers out of the window. Check the body of the dead mercenary for **30 Handgun Bullets** and the **Mercenary's Diary**.

The focus of this next mission is to follow and meet several mercenaries from the Umbrella Biohazard Countermeasure Service (U.B.C.S.) in hopes of forming a temporary alliance to escape from the city and survive this madness. Through your actions in this mission, you can shape the nature of this alliance as well as the events that might occur later in the game.

## Domain of the Dogs

The fire hose at the south end of the next corridor is firmly attached to the wall. It's not important at this time, but keep it in mind for future tasks. Don't pick up the two **Blue Herbs** at the north end of the alley; leave them for later. There is a 50% chance that three **Green Herbs** will also be here. If not, they will be near the Mayor's statue in the City Hall courtyard.



As sounds of chase reign from the north, dash forward into the area until the camera angle changes. At this point, two Zombie Dogs attack from two angles. Keep your finger planted on the Right Trigger, and press the Left Trigger to switch aim between the two dogs. Keep switching back and forth, shooting each in turn, until both dogs are history.

A third dog dashes in from behind the wrecked city bus as you proceed north behind the vehicle. Shoot this dog once, then stand over it and blast it repeatedly to prevent it from rising again. Check the dead body of the nearby mercenary for **Gum Powder B**, then enter the garage to the east.





Charge forward and run to the left of the first Zombie dog inside the garage. From this advantageous position, blast the first dog as well as the second mutt that gallops in from the north end. When the zone is clear, examine the car with the open hood and take the sparking **Power Cable** from the engine. Head north past the van to the office door, where a **Blue Herb Farm** will remain until it's needed.

Inside the office, grab the **30 Handgun Bullets** off the desk on the right, then use the **Link Ribbons** near the Typewriter to save your game. Dump any unnecessary items into the Item Box and continue north.



#### INVENTORY CHECK

Take the Shotgun and Shells and keep the Lockpick handy, too. Place all remaining items into the Item Box for safekeeping to keep your inventory open for the key items and gun powders you're about to obtain.



## Exit the Dogs, Enter the Demons



Two dogs are wandering around aimably behind the garage office, but a third mongrel further up the street has been alerted to your presence. To avoid conflict here, run from the door immediately, curve left and avoid the dog charging from the north. Once past this one, the other two should join in the chase. Keep running straight north and duck into the door to avoid them altogether.



The **Downtown Map** is posted on the wall to the right, so bring it along with you for easy reference. Keep going downstairs to spot another dead mercenary. Unfortunately, his killers are still hanging around and now they're targeted JIL. The Drain Demons is a fearsome monster to fight. Unless you have the Shotgun handy, it's best to

run past the creature and escape through the north exit. If you have the Shotgun, though, unload two blasts to render this biological horror ineptible. Another Drain Demons is crawling down the south wall, but you can blast it to the ground. If you clear the area, check the dead mercenary for a **Gun Powder B**.

## Downtown Navigation

Before proceeding, examine the new map. To understand the variable paths and events that can occur starting from this very point, you must understand the overall objectives and the possibilities involved.



The main objective is to reach the Trolley located on the west end of the Downtown area, however, the gates near the City Hall are locked and block your access. With the Sapphire already in your possession, you must find the matching Emerald to open the gates near the City Hall area. As you move from the south door (in either direction), a U.B.C.S. mercenary named Carlos Oliveira shoots a Zombie and runs north into the Restaurant. If you follow Carlos into the Restaurant, then Jill talks with him there. An encounter with Nemesis and a Live Selection will also occur. The Emerald is then located at the Newspaper Office. After obtaining the Emerald, you can open the gates of City Hall.

The other option is to head west, going to the Newspaper Office first. If the Newspaper Office is the first stop in this area, then Jill's meeting with Carlos will occur at the Raccoon Press. The encounter with Nemesis also moves to this location and a different Live Selection occurs. In this case, the Emerald moves to the basement of the Restaurant, meaning that you must backtrack to that point to obtain the gem and unlock the City Hall gates. Keep all of this in mind as you navigate around Downtown. The following sections of the walkthrough are appropriately named for the areas they cover. All aspects of exploring each area are described separately. Skip to the section that suits your adventure best, based on the decisions you make.

### The Only Safety

While investigating one area or the other, the Nemesis continues to foster the notion of living in fear by chasing Jill from one end of Downtown to the other. The only place in the area where Jill is safe from the Nemesis is the storeroom in the middle of the tight alleyway that runs between the Restaurant and the City Hall gates area.

Inside this sanctuary, Jill also finds a Typewriter, an Item Box, seven **Shotgun Shells** and the **Rust Hex Crank**. Take all of these items with you before venturing beyond the gates of City Hall toward the Trolley.



### Restaurant Encounters



Entering the arcade shops area of Downtown, an Umbrella mercenary shoots a Zombie and runs north into the restaurant. In the southeast corner of this area, search for two **Green Herbs**. Beyond this area, find the malfunctioning fountain with a short circuit. Jill cannot remove the Future Compass mounted on the wall without suffering an electric shock. Another key item is required.

Whether you enter the Restaurant from the front doors on the east side or the back doors to the west makes no difference. On one of the southern booths is the **City Guide**, and one of the north booths may or may not be the location of two **Gun Powder A** items. If they don't appear on the table in the Restaurant, look for them on the second floor of the Newspaper Office. These items have a 50% chance of appearing in either location, and will switch locations after a soft-reset.







Open the locker in the north-west corner of the kitchen with the Lockpick. Inside is the **Fire Hook**, which opens the floor hatch in the kitchen. As Jill opens the trap door, Carlos introduces himself and Nemesis appears. Following the Live Selection event

described below, the next scene between Carlos and Jill will have different dialogue depending on whether you exit through the front doors of the Restaurant or the rear.

## LIVE SELECTION: RESTAURANT

- **Run into the basement.**
- **Hide inside the kitchen.**



*Hiding in the basement is a tricky option. The basement is half-flooded, and Nemesis makes the situation worse by breaking the water pipes. Run past the corpses to the south end of the room and search the west wall for a vent. Carlos and Jill escape to the alley behind the Restaurant. If you don't take action in time, Carlos gets angry and leads Jill back up to the kitchen. If this occurs, you must fight Nemesis head-on. While Carlos will assist, your weapons are still too weak to fight him efficiently.*

*Although it sounds like a half-baked idea, hiding inside the kitchen is the better choice. Jill and Carlos duck behind the counter, and Jill uses the gas lamp to blow up the leaking cylinders behind Nemesis. The explosion knocks the monster unconscious, but only temporarily. You must leave the Restaurant within 15 seconds, or Nemesis will rise and attack.*

*Regardless of your choice, if you manage to blow up the Nemesis or shoot him down, this is an opportunity to garner another Rare Item.*



## NEMESIS IS HUNGRY!

If you fought or blew up the Nemesis inside the Restaurant, he will pursue Jill outside the dining establishment regardless of the events that have transpired up until now. He will chase her across Downtown until she is safe inside the Newspaper Office or through the City Hall gates. Whether you leave through the front door or the back, the Nemesis will follow Jill through two or three areas. For this reason, it's better to leave through the front doors because it adds one more area for the Nemesis to cross. But unless you can put down this beast again, the Nemesis will follow Jill to the City Hall entrance and prevent her from using the two gears to unlock the gates. If you hid in the basement and escaped through the vent shaft, the Nemesis loses track of Jill for a while.

## Emerald Location: Restaurant



If you went to the Restaurant after visiting the Newspaper Office, then you must be looking for the Emerald. Bring the Handgun and the Shotgun along for this tasty foray. The waiters are doing the feeding at the Restaurant today, so prepare to subdue walking and crawling Zombies in the kitchen and dining room. After securing the seating area for items, use the Fire Hook to open the floor hatch in the kitchen.



Check the body of the dead cop at the first corner to find the **Emerald**. However, the basement is overflowing with Zombies, in addition to water, and they will seize Jill the moment she goes for the gem. Therefore, it's best to run toward the Emerald location until the Zombies make a noise, then spin around and run back to the ladder. In these extremely close quarters, it's wiser to use the Shotgun to eliminate the advancing group all at once. Then claim your gem and return to the western gates to use it.

## Newspaper Office Encounters

If you avoided the Restaurant and headed to the Newspaper Office first, several important events will move to this location and change in the process. Entering the double doors of the building, Jill finds herself in an empty lobby. Search the east side of the room to find a **First Aid Spray** and **Ink Ribbons**. On top of the payphone on the west wall is **Photo B**.



Move to the east side of the stepladder, and push it west until Jill moves it directly under the power circuit for the **Inoperative switchboard**. Climb onto the ladder and connect the power. Drop off the ladder and press the button on the panel next to the closed shutter.



Ascend the burning stairs to the second level. Move through the outer corridor into the office, at which point Jill notices someone unconscious in the corner. In this location, the mercenary Carlos is much more cocky and condescending with Jill. Briefly, Nemesis appears and a Live Selection occurs.



south side of the office for Photo C, and nearby is the Reporter's Memo. The only way to claim these items, in spite of the events occurring, is to let the Live Selection time expire and fight the Nemesis to the death. However, such a foolhardy feat isn't worth it for these items. If you manage to defeat the Nemesis once again, it's worth a Rare Item!

## LIVE SELECTION: NEWSPAPER OFFICE

- Jump out of the window.
- Hide in the back.



Both of these are viable options, and as you replay the game over and over you'll want to follow both paths on separate games. By jumping out of the window, Jill and Carlos land in the alley next to the Raccoon Press. After a conversation, run forward and unlock the door back to the street area. There is a 50% chance that two Red Herbs may appear in the alley. If not, you can find them at the Substation entrance. After more dialogue outside the Newspaper Office, Carlos dashes off and it's time for Jill to return to the Restaurant.

The option to hide in the office may sound strange at first, but there's no real danger. As Jill and Carlos hide, an explosion from a nearby room knocks out the mister. Quickly run out to the corridor to find a Rare Item on the floor! After doing so, leave the building or the monster will recover. After further dialog outside the Newspaper, it's time to trek back to the Restaurant. If Nemesis arrives before Jill and Carlos left the second floor of the building, the monster drops from above and chases Jill all the way back.



## NEMESIS IS WELL-INFORMED!

If the Restaurant was your first stop, then Nemesis must be defeated both inside and outside the diner or he will pursue you up to the Newspaper Office's doors. After obtaining the Emerald from inside the building, the Nemesis will suddenly attack on the second floor. If the Newspaper Office is your first choice to search, the Nemesis first appears during the Live Selection. If you jump out the window and fail to evacuate quickly enough, he will drop down into the alley behind you. If a sudden explosion knocked out Nemesis inside the office, you must evacuate the area before he wakes up. If Nemesis arrives before Jill gets away, he will drop from the second level and chase Jill back to the Restaurant. As you're attempting to grab the Emerald, he will appear again in the Restaurant and kill any remaining Zombies that stand between he and Jill.

## Emerald Location: Newspaper Office



Having visited the Restaurant and met Carlos and the Nemesis, the next place to search for the missing gem is the Newspaper Office. Open the shutters on the first floor as described previously, then enter the office upstairs. The **Emerald** is on a pile of books on the first desk just inside the door.



If you killed the Nemesis after the events at the Restaurant, the office will be littered with Zombies. If not, the floor is cleared out and Nemesis will suddenly attack as you sneak off with the Emerald.



### INVENTORY CHECK

At some point late in this journey, stop by the Item Box in the storeroom (between the Restaurant and the City Hall gates) to organize your items. Take the Handgun and bullets into the next area, since postbellum rounds should still be plentiful even at this late point. Keep the Power Cable and the Rusty Box Crank handy for immediate use.



## City Hall Gates

Unless the Nemesis has chased you from the Restaurant or Newspaper Office, then the street area in front of the City Hall gates will be bloodlessly empty. Search the corpse to the left of the gates for **30 Handgun Bullets**, then examine the malfunctioning clock on the right side. Place the Sapphire and the Emerald into the clock face to open the gates.

If the Nemesis chased you here from somewhere else in Downtown, the situation is desperate. Forget about the bullets, and use the two gems on the clock face quickly enough so that Jill barely leaves the menu before you open it again. The moment the gates slide back, dash through the double doors before the Nemesis gets a chance to seize Jill. You've just earned a short break from encounters with the Nemesis, but he'll be back!



## U.B.C.S.'s Temporary HQ

The path running alongside the City Hall building forks off, so for the time being follow the southwest branch. The next area is full of Zombies. Dispose of them now using the Handgun while they're spread out and easier to kill.



Dashing through the small park area behind the train station, it's easy to run directly past the two **Green Herbs** in a small alcove near the end. You'll return this way shortly, so leave them here until you need them.

Search the slumped body in the corner just inside the entrance to the train station for **14 Shotgun Shells**. However, a bigger concern is knowing which type of enemy is in the courtyard. There's an exploding barrel near the entrance. If a Zombie dog is wedged behind it, wait a moment and a second dog will walk into view. When both dogs are near the red barrel, aim at the explosive and blow them both sky-high. If the area is full of Zombies, wait until four monsters appear on-screen and use a lone bullet to fry them and the off-screen targets.



The doggies are at just the right positions. If Jill pulls the trigger now, both canines will roast.

Having properly utilized the environment, climb over the small barricade and head toward the second door at the east end of the trolley car. Either a third dog will leap out of the flames, or a small group of three Zombies will gather around another exploding barrel. Use your combat skills wisely and climb aboard the train.

## Umbrella's Servicemen

Check the panel next to the entrance to find the **Mechanic's Memo**. A second search of the opening reveals that the trolley is inoperable because it's missing a fuse, mixed oil, and a circuit. Use the Power Cable at the panel, and only two more items stand between Jill and escape from Raccoon City!



Continuing further into the trolley, Jill meets Nikolai Ginev and Mikhail Viktor, the other two survivors of the U.B.C.S. team. In the second car, Jill devises a plot with the Umbrella mercenaries to get the trolley rolling again and ride right out of Raccoon City. Carlos enables Jill to expand her inventory to 10 slots. Pick up the Wrench near the exit, then unlock the door and set out on the next mission.

# Mission 04: Repairing the Trolley Car

## Uptown and Downtown



## Doing Umbrellá's Dirty Work

To repair the Trolley and roll out of Raccoon City, you need the following four items: the Power Cable, the Fuse, plus the Machine Oil and the Oil Additive, which must be combined to form the Mixed Oil. The Power Cable was mentioned in the previous section, but just in case you missed it: it's attached to the car engine in the Downtown parking lot.

The items are all located at the areas on the map that haven't been explored, including the Gas Station, the Substation power plant, and the Umbrella Sales Office. There are other events that occur, and they're covered to a lesser extent. The order in which you visit the remaining areas or gather the items doesn't matter. You can start at the Gas Station, or return to the Sales Office first. The key items will not change locations.



### INVENTORY CHECK

During your travels, use the Item Box in the store room between the Newspaper Office and the Restaurant as well as the one in the parking lot's office. The Shotgun, Shells, and Enhanced

Shells are the best ornaments to keep throughout the new travels in Uptown and Downtown. Store the key items required for the trolley whenever possible to reserve space for new items and areas.

## Gas Station Encounters

Exit the Trolley with the Wrench and the Rust Hex Crank in your possession. Cross through the trolley station, the station park, and the side street area. Eliminate the Zombie that bursts out of the vehicle; if you disposed of the other ghouls in this area, this one shouldn't be a problem. Search the newly opened vehicle for a **Gun Powder A**. Return to the path outside City Hall, and head north to the Gas Station.



Inside the station, there may be three **Gun Powder A** items on the round table. These may appear here (a 50% chance) or at the Sales Office instead. Upon entering the Gas Station, one of the Umbrella mercenaries appears. Following the short cut-scene, go behind the counter to find a **First Aid Spray** and a rather complex puzzle that must be solved to obtain the **Machine Oil**.



### Oil Cabinet Lock Puzzle

Of the four letters displayed on the oil cabinet's panel, one is lit. The idea is to clear the red lights above all the letters, except for the one that is lit. After accomplishing this, one of the three red lights off is the right side of the panel lights up. When all three smaller red lights are lit, the cabinet opens.

Start by pressing the letter that is lit; this makes the red lights above the let-

ters change, if not go out completely. Now experiment by pressing the letters on either side of the one you want to light, and see which red lights appear. Some buttons cause the red light above the letter to go out, while pushing one letter causes other letters to go out. Once you figure out which letter causes the other lights to turn off, you can make the target letter light up while the other red lights go out.



You must do this three times in a row. If the game presents you with a letter that you can't seem to light up, simply choose the "Quit" option and try again. Quitting does not cause you to lose your place; the same number of lights in the upper-right corner will still be lit. Quitting just resets the puzzle so that you can try to light up a different letter, and each button has different functions than the time before. Use the Quit option to help solve this brain teaser more quickly.



## VALIANCE OF THE MERCENARIES

Normally, Carlos is the one who appears at the Gas Station. After the initial conversation, if you go behind the counter Carlos starts screaming about the Zombies horde gathering outside. If you go outside before the explosion inside the station, you can witness Carlos fighting the Zombies. If you wait until after the station bursts into flames, you'll find Carlos unconscious. However, if you visited the Newspaper Office before the Restaurant and chose to jump out of the second story window during the Live Selection at the Raccoon Press, then Nikolai will appear at the Gas Station instead. This event marks Carlos' appearance to the Sales Office.



## MIKHAIL'S REVENGE



After obtaining any one of the items required to repair the Trolley, return to the trolley station area for an extra event. Mikhail is making a desperate stand against a horde of Zombies advancing toward the train. If the exploding barrel is still in the vicinity, Mikhail uses it to blast the worms-wards to bits. If not, he uses a grenade. Nothing is gained through this event, but it's just an additional aspect of the story to unlock.

## Substation Encounters

As Jill crosses behind City Hall on her return from meeting the mercenaries at the Trolley, a door swings open. Four Zombies issue forth and block the passage. If you are extremely skilled with the Shotgun, a properly timed decapitation shot will clear the entire brood! If not, then retreat up the street to the intersection and blast them down each in turn with the Handgun.



Following the carnage, investigate inside the newly opened courtyard. You may find three **Green Herbs** just inside the entrance, if they didn't already appear near the Fire Hose's location in Uptown. There is a 50% chance per game that they will appear at one location or the other. Examine the statue of Raccoon City Mayor Michael Warren to obtain the **Book of Wisdom**.







Continue backtracking east to the area in front of the Restaurant, and examine the fountain in the southeast corner of the area. Insert the Book of Wisdom in the first slot, and remove the **Future Compass** from the second slot. Return to the Mayor's statue behind City Hall and place the Future Compass in his hand. The statue rotates to reveal the **Battery**.



Return to the construction area where the Drain Deimos monsters were first encountered. If the Drain Deimos were eliminated, new green horrors called Brain Suckers will have repopulated the area. Use the Shotgun to blast your way to safety up the stairs on the east side of the area. Insert the Battery into the slot beside the lift, and ride the platform down to the street area in front of the power Substation.



A horde of Zombies fills the streets leading to the Substation. You can easily dispose of them with the cone of damage emitted by the Shotgun. There is also a bomb planted on the wall of the southwest street corner; use it to take out a majority of the group as they approach from in front of the power plant. The first door of the Substation is locked from the other side, so enter the building through the western door.

You may discover two **Red Herbs** in the small corridor outside the power room. If they don't appear, it's because they appeared in the alley beside the Newspaper Office. They have a 50% chance of appearing in either location. Continue into the power plant and search the main room. In the east section of the room, you may find three **Gun Powder B** items. If they don't appear, it's because they relocated to



the back storage room of the Sales Office. The other two items in the area are the **Fuse** and either the **Grenade Launcher** or the **Magnum**, whichever was not recovered at the Police Station. The latter two items are sealed inside rooms that are only opened by solving yet another complex puzzle located here.



## Power Transformer Puzzle

The power transformer device in the southwest corner of the Substation controls access to two small control rooms within the building. First, set the transformer to manual mode using the

override panel just east of the transformer. Examining each shutter door to determine at what voltage the system must be run to open each room. The south room is opened at 15V-25V, while the north shutter opens if the transformer is set between 115V-125V.



Open both doors before entering either room!!

The transformer's control panel displays five numbers. Currently, the system is set to 50 volts, which won't open either door. Press a red switch to make the voltage rise; press a blue switch to make it drop. To open the low voltage room, press **Red, Blue, Blue, Blue** and the low voltage shutter slides open. To open the high voltage room, press **Blue, Red, Blue, Red**.

The Fuse is located inside the low voltage room, and the weapon is located inside the locker of the high voltage room. After obtaining one of the two items in either of the control rooms, some Zombies attempt to crash the front gate and a Live Selection occurs. This decision affects the transformer panel to a certain extent. If you make the decision to escape, the power levels of the transformer don't change. However, if you choose to electrify the fence and kill the Zombies, then the power levels will change and so do the combinations to open the doors. If you must open either one of the doors after increasing the voltage, the low voltage shutter opens with **Red, Red, Blue, Blue**, and the high voltage door opens with **Red, Red, Blue, Red**.



## LIVE SELECTION: SUBSTATION

- Head to the emergency exit.
- Increase electricity output.



Although the emergency exit is sealed shut, you can break through it and escape from the Substation. However, this has two really bad drawbacks: Not only do you leave behind a key item or a weapon, Nemesis is waiting outside with another rocket launcher! You will then have to run away from Nemesis for three areas to make him disappear from the Substation. If you try to go back inside the power plant, he follows you indoors. If you can defeat the Nemesis, the creature will drop another flare item. However, you must be extremely good at dodging, shoot to cause the rocket launcher to explode, and you'll have to bait the Nemesis over to the wall-mounted bomb to blow him up. This is the tough option.

Increasing the electricity output is the simpler choice. This causes all of the Zombies outside the front gate to get fried up nicely, and then you can pick up the second item inside the Substation and continue your journey. However, if you failed to open both shutter doors before the Zombies appeared, then the power levels of the transformer change and so do the combinations to open the remaining door.



## Sales Office Encounters

Backtrack to the Uptown area with the Wrench from the trolley in your possession. In the narrow corridor south of the parking lot, use the Wrench to disconnect the **Fire Hose** from the wall mount.



Advance into the next corridor, aim at the barrel, and take out both Brain Bots with one shot!



Avoid fighting the dogs or Zombies outside the Police Station, and continue west until you reach the blaze that blocks off the upper branch of the passage. Attach the Fire Hose to the wall socket to extinguish the flames. Make a pit stop at the Item Box in the nearby storage room if needed, and bring along the Shotgun and plenty of shells.

Remember the location of the two **Blue Herbs** in the connecting corridor if Jill gets poisoned in the next area. Directly outside the Sales Office are two Brain Suckers or two Drain Deimos. Walk about two steps into the room,

then aim off-screen and blast the first monster twice. Run down to the corner, then spin around and run back toward the entrance with the second monster in hot pursuit. As soon as the camera angle changes, aim at the wall-mounted bomb and shoot it to blast the carnivore to smithereens. With the coast clear, locate the **Square Crank** in the corner near the door.



Inside the Sales Office, Jill encounters some form of treachery among the mercenaries. Check the long table for the **Manager's Report**, then use the remote control on the table to turn on the television. An Umbrella marketing ad for a new product is displayed momentarily. The name of the product is a password. Following the commercial, move a few steps to the left and examine the computer. Enter the name of the product to unlock the door on the west wall.



The Business Box is hidden in the file cabinets near the scene of treachery. Watch your step!



Running down the hall inside the product storage room, take note of the hissing steam pipes. Amongst the shelves of items at the rear, there might be three **Gun Powder A** or three **Gun Powder B**, or both, or neither. If these Items don't appear in this location, they have moved to the Gas Station and the Substation, respectively. The **Oil Additive** is always located on the shelf in the very back corner.

While exiting the product storage room, massive hordes of Zombies overtake the Sales Office. As they funnel into the narrow storage room, take a few more steps toward them and aim at the steam pipe off to the side. When the front row of Zombies is next to the valve, blast off the handle to cause the steam to scald the undead. Retreat to the far side of the second steam valve, and repeat the action when the second wave steps into view. The Zombies that survive will continue to crawl forward along the floor, thus making the hot steam ineffective against them. Use the Shotgun to blast two or more crawlers at a time.



The office is congested with reanimated corpses. Run to the east side of the long table, and use the Shotgun on the three Zombies blocking the door. Then slip past while they recover. Another Zombie is waiting by the exit, but you can sprint past the creature with no problems.

## MURPHY'S SAD DEMISE

You usually encounter Nicholai when Jill steps into the Sales Office. However, if you visited the Newspaper Office first and chose to jump out of the window during the Love Selection event, then Carlos will appear instead. Forced to execute his nemesis, Murphy, he will be too depressed to give Jill any assistance for a while.



## The Fate of Dario Rosso

Remember the guy who looked himself in the mirror? Well, it's time to check on him and gather the last remaining items from Uptown as well. Return to the intersection where Jill put out the fire and head north. As Zombies crash through the windows, dash through them and escape the area as they rise.

Return to the shutters in the garbage area behind the bar, and eliminate any Zombies in the immediate vicinity. If you get attacked by Crews instead, then your movements must be swift and precise. Use the Square Crank to open the shutter and collect three packs of **18 Grenades**. Avoid dashing into the Bar, because it has some new patrons thirsty for blood. Instead, head back up the north steps and dash down the southeast passage. Unlock the door (if you haven't already) and return to the street area.



Dash through the new wandering souls on the curved street area and return to the warehouse. The unfortunate Dario is serving a midnight snack to the Zombies in the northwest corner of the lower warehouse level. Rather than exact your revenge, run over to the open boxcar and hop inside. Dario left behind a legacy of two **Gun Powder A**, two **Gun Powder B**, and **Dario's Memo**. With some speed, you can escape the boxcar and exit the warehouse before the Zombies catch you. If you want to use the Item Box upstairs, note the sneaky Zombie on the floor outside the office.



## SKIP THE FUNERAL

Your performance in *Resident Evil 3: Nemesis* is being graded, and total game time is a major part of your rank. Skip running back to the beginning of the game, especially if you're playing for time.

## NEMESIS IS BACK

If you skip the entirely optional rescue attempt of Doris, then the Nemesis will appear as you return west from the Sales Office. Armed with a rocket launcher, he will surely demolish poor Jill in the narrow passageway outside the drive point. If you can slip past him, he will chase Jill into the street south of the Police Station. Nemesis will smash and bash any Zombies or Zombie Dogs that get in the way. This is quite a sight to witness. It's too good! Whether you defeat or avoid the Nemesis at that location, he appears again as you run alongside City Hall. Run rocket launcher, the Nemesis is easy to slip past. However, if you can defeat him behind City Hall, you can gain another Rare Item.

## Rumblings in the Earth



As you attempt to return to the Downtown area, one catastrophe after another risks to engulf Jill. Even if you managed to avoid the pummeling at the hands of the Nemesis, crates burst out of the wrecked city bus. The actual trigger for this event is passing through the area having claimed two of the four key items for the trolley, so this may occur earlier.

Inside the parking lot, Jill is unable to continue due to a major earthquake. Suddenly the ground gives way under her, and she narrowly avoids falling into a chasm. As the unlucky survivor attempts to climb up, heavy crates from inside the van slide outward, threatening to crush her. Oh, whatever will you do?

## LIVE SELECTION: GARAGE

- Climb up.
- Drop down.



*In spite of the falling crates, climbing up is the quick and easy option. Remember that Jill has the dodge ability, so the crates pose less threat than whatever is causing the earth to shake so badly.*

*If you drop down, be prepared to move fast. You must dash through the sewer pipe westward, past some sort of hideous cocoon. Run for the ladder before Sliding Worms in the sewers attach themselves to Jill and drain the Head out of her. Climb the ladder to emerge from the warhole behind the wrecked city bus in the previous area. Facing a minor setback in time and distance, this is the best choice in every way.*

## INVENTORY CHECK



Returning through the garage, you should stop at the Item Box in the office to get organized. Take along the Handgun and Bullets, plus all key items needed for the trolley including the Power Cable, Fuse, Machine Oil, and Oil Additive. Combine the latter two items to save space.

## Challenge of the Grave Digger

Continuing back to the trolley, it seems Jill has only survived one earthquake to experience another. In the park behind the trolley station, Jill is unable to prevent herself from falling into the city sewers. After shaking off the dust and disorientation, the newly born Grave Digger bursts through the wall.



To get out of this dangerous situation alive, Jill requires fast feet. Push two power buttons to activate the emergency escape ladder. Then you must push the button for the ladder and climb out of the pit before Jill becomes snack food for the conqueror worm. Remove all weapons from her hands to make Jill move more smoothly and make contact with switches and levers more easily.

After the Grave Digger retracts into the wall, dash forward and slip into the right alcove. Press the Action button like crazy while moving so that the moment Jill touches the first power button, she pushes it. The Grave Digger immediately bursts through the wall near the switch, so dodge it or dash out of the alcove after pressing the button. If you miss the chance, run to the other end of the room and press the other power button, then try the first one again.

After pressing both power buttons, the Grave Digger will need a moment to retract itself from either alcove before it's ready to attack near the escape ladder. Push the button to make the ladder descend. The instant the ladder finishes its movement, press the Action button to climb up. Jill emerges from the manhole just outside the trolley car.

## Trolley Ride of Doom!



Return to the trolley with the Power Cable, the Fuse, the Oil Additive, and the Machine Oil. Insert the Fuse and the Power Cable, then combine the Oil Additive and Machine Oil to make the Mixed Oil. When Jill uses the final item on the panel, the trolley is ready to roll. Carlos appears at that moment, and he usually has a small gift of six **Flame Grenades**. However, if Jill met Carlos at the Sales Office instead of the Gas Station, then he is still too depressed to give her anything.

Lead Carlos to the front of the first car to make the trolley roll down the tracks. Unfortunately, the trolley gains an unwanted passenger. Return to the second car to find Mikhail in a bitter fight with the Nemesis. You have the option to help Mikhail fight the creature, but the smarter choice is to immediately return to the first car. Following a massive explosion, the trolley travels out of control. Your choice in the following Live Selection has a major impact on the next stage of the game.



## LIVE SELECTION: CRASHING TROLLEY

- Use the emergency brakes.
- Jump out of the window.

*This is one of the most important decisions you make in the game, because your choice determines where Jill resumes her adventure inside the next stage, the Clock Tower. If Jill stays onboard and attempts to use the emergency brakes, then she will begin the Clock Tower stage at the point on the maps labeled "START #1." If Jill abandons the crashing trolley and leaps through the side window, she will begin the Clock Tower stage at "START #2." The choice made here will rearrange and change certain events, and items within the Clock Tower's first floor will switch places. For complete details on how this decision affects the Clock Tower stage, continue reading the next section.*



# Mission 05: Chimes of the Clock Tower



CHARACTERS

WEAPONS

ITEMS

ITEMS & EQUIPMENT

WALKTHROUGH

SCRIPTS

MISSION 05: REPAIRING THE ROLLING CAR

## Clock Tower



## Various Points of Ingress

The locations of key items and the occurrence of certain events inside the Clock Tower change depending on the decision made during the Live Selection onboard the crashing trolley. The first noticeable change is Jill's starting point in the Clock Tower stage. If you stayed on the trolley and used the emergency brakes, Jill begins the mission in the Clock Tower courtyard at the point marked "START #1" on the map.

However, if you jumped from the trolley before the crash, Jill regains consciousness amid the wreckage just outside the southeast bedroom at the "START #2" point (see map).



The objective for the first portion of the Clock Tower stage is to grab the two Clock Tower Keys on the first floor, then head to 2F and use the keys to reach 3F. Although both items are marked as Clock Tower Keys on the maps, the first key is always the Winder Key and the second key is the Bezel Key. The keys switch locations to suit your starting point. One of the Clock Tower Keys is always positioned in the cabinet to the right of the altar in the chapel; the other is always located in the secret space behind the portrait in the bedroom.

Use the Winder Key to reach the Clock Tower lobby from whichever side of the building you start, then continue to the opposite wing to find the Bezel Key. Refer to the maps in this guide to locate other items. With the Bezel Key in your possession, ascend the stairs in the lobby to the second floor and use the Bezel Key to lower the ladder to the balcony.



### Quick Navigation from the Courtyard

After regaining control of Jill at the point marked "START #1" in the courtyard (see map), head west in the courtyard to find two **Blue Herbs** and three **Green Herbs**. If you don't pick up these recovery items now, they will disappear following a later event. However, you may also need to divert the pack of Crows away from the herbs just to have an opportunity to return and snag them all. When you're finished, head to the northwest door.

The north door in the piano room is locked, so head south to the chapel to find the **Winder Key**. Use the Typewriter and Item Box, then return to the piano room. A Zombie squad smashes through the windows as Jill heads north, so retreat to the northeast corner near the entrance and take out the attackers with Shotgun blasts. Unlock the door with the Winder Key and enter the dining room.



Jill encounters Curlew in the dining room. Cross through the lobby, grabbing the items located there. Inside the east library, Jill encounters Zombies or spider babies. Grab the items from this room and head south. Use the Typewriter and Item Box in the living room if needed, then head into the bedroom and grab the **Bezel Key** hidden behind the portrait. *Don't move too far south in the room to avoid triggering the burning Zombie event.* Return to the lobby and head upstairs to complete the Clock Tower stage.





## Quick Navigation from the Bedroom

When Jill recovers from the trolley crash, head north through the hole in the wall into the bedroom. A mob of hungry, enflamed Zombies begins to invade the room! Quickly move to the portrait on the east wall, search it to find the hidden **Winder Key**, and escape into the living room. Use the Typewriter and Item Box in the sitting area, then unlock the north door with the Winder Key.



Jill encounters Carlos in the library. Grab the items here and cross through the lobby to the west wing of the building. Zombies crawl across the floor of the dining room, as eliminate them with the Handgun. Avoid the southwest corner of the room where visibility of the floor is particularly poor.



Cross through the piano room into the chapel and locate the **Boxed Key** in the small cabinet to the



right of the altar. Use the Typewriter and Item Box if needed. Returning through the piano room, a large group of Zombies break through the full-length windows. Retreat through the northeast door in the piano room to the courtyard area. Outwit three Zombie dogs in the courtyard area, then collect and combine the two **Blue Herbs** and three **Green Herbs** in the southwest corner. If you don't take these items now, they will disappear after an upcoming event. Head through the double doors into the lobby. Ascend to the second floor to complete the Clock Tower stage.

### MOVING AMMO

When starting the Clock Tower stage at "START #1," there are six Grenade Rounds in the library, then two Gun Powder A and two Gun Powder B in the bedroom. But if you enter the stage at the point marked "START #2," the Grenades move to the fireplace mantel in the western dining room, and all of the Gun Powsders move to the chapel.

### REUNION WITH CARLOS

The conversation between Jill and Carlos is different, depending on which side of the building the conversation occurs. If Jill encounters Carlos in the dining room, their relationship turns sour for a while. But if Jill and Carlos meet in the library, then Carlos will hand Jill six Freeze Rounds. Although this bonus might make jumping from the trolley sound about the upcoming boss fight will be twice as difficult!



## Continuing from the Lobby



After obtaining the Bezel Key, return to the main lobby in the center of the building. Make sure you take note of the **Blue Herb Farm**, which is used to cure poisoning. From the hand of a dead mercenary near the west wall, take the **Mine Thrower** if you want it. This interesting weapon is only available in **Hard Mode**. The mercenary also holds the **Operation Instruction**, a **First Aid Spray** and the **Clock Tower Map** are on the table near the back. When you're finished exploring the room, head upstairs with the Bezel Key.

### A MELODIC CLUE

There is a music box on each side of the staircase in small alcoves near the north wall. The music box to the west plays a broken melody and displays a code. The music box to the east plays the same melody in perfect tune and displays the code "a d u n d u". This is an important clue to remember.



## The Haunted Tower

Three Giant Spiders make life difficult when traveling along the balcony over the lobby. Refrain from using heavy firepower, because the Giant Spiders may burst open and release multiple young spiders that attack with great feror. The best weapon to use against Giant Spiders is Acid Rounds. Not only will acid kill a Giant Spider with one shot, but its young will also die in the womb! A bomb is mounted on the west wall and two of the spiders are clustered around it. If you shoot the bomb, however, the resulting explosion will virtually cover the floor with pesky little baby spiders.



### JOG IT

It is possible to get across the 2F balcony safely without firing a single shot. As the room loads upon entry, run under the first spider, cower south, and continue running to the south door. None of the spiders will be able to react or attack in time before you exit.

## Outdoor Balcony



Two **Red Herbs** are located on the far side of the platform. The switch on the wall turns on two spotlights momentarily. Examine the greenish plaque in the middle of the wall and use the Bezel Key to lower the ladder from the top floor.

After leaving the first camera angle of this area, return to the entrance to trigger a Live Selection involving Jill's long-time admirer, the Nemesis. It's wise to trigger this event before using the Barrel Key and going upstairs, so that you can better control the appearances of the Nemesis thereafter.



## LIVE SELECTION: CLOCK TOWER

- Use the light.
- Use the cord.



The sudden brightness of the spotlight blinds the Nemesis and sends it reeling off the outdoor balcony. The Nemesis won't appear again until a boss fight a little later. The Giant Spiders crawling around the 2F indoor balcony, however, won't disappear.

Using the cord enables Jill to disconnect the electric cable from one of the spotlights and toss it at the Nemesis' feet. Since the creature is standing in a puddle of water, the electric current shocks the Nemesis unconscious. A Rare Item drops in the process. However, the Nemesis will reappear soon and chase Jill throughout the remaining areas of the Clock Tower. The Giant Spiders encountered on the 2F lobby balcony will disappear even if you didn't eliminate them.

Using the cord enables Jill to disconnect the electric cable from one of the spotlights and toss it at the Nemesis' feet. Since the creature is standing in a puddle of water, the electric current shocks the Nemesis unconscious. A Rare Item drops in the process. However, the Nemesis will reappear soon and chase Jill throughout the remaining areas of the Clock Tower. The Giant Spiders encountered on the 2F lobby balcony will disappear even if you didn't eliminate them.



### NEMESIS IS FURIOUS!

If you select the "flee" option during the Live Selection, the Giant Spiders crawling around the lobby balcony will disappear. If you immediately reenter the building and cross back through the lobby balcony, the Nemesis will chase Jill back to the stairs. But if you climb up to 2F, the Giant Spiders will disappear but Nemesis won't chase Jill across 2F. Therefore, this is a way to avoid danger. Either way, the Nemesis will appear again when Jill enters the library on the west side of the first floor with the Chrono Key.

## Third Floor Machinations



The music box puzzle is to the west from the top of the ladder (see the section titled "Music Box Selection"). Beyond the Typewriter, locate the **Silver Gear** on the shelves. There is a 50% chance that two **Gun Powder A** items might be on the shelf next to the gear. If not, look for six **M.T. Rounds** on the shelves near the north wall of the room.

At the top of the room is the machinery to make the clockwork chime. However, the Silver Gear alone won't work. You must find another gear and combine the two to make the device work. Use the Item Box and head back down to the first floor.

## Music Box Solution

Six pages tune the music box. You can move each peg between two slots. You must start at switch A and work your way over to switch F. Move each switch up or down until you're satisfied and select the "Next" option to move on. After setting the position for switch F, use the "Play" option to play the correctly tuned melody. When done correctly, the music box opens and Jill receives the **Chronos Chain**. Combine the Chronos Chain with the Winder Key to create the **Chronos Key**. The correct setting for each switch was divulged by the music box in the lobby:

SWITCH	POSITION
A	Up
B	Down
C	Up
D	Up
E	Down
F	Up



## INVENTORY CHECK

Hang onto the Chronos Key and dump everything else into the Item Box. Take one weapon along, depending on the type of ammo available. If you have some Acid Rounds, load them into the Grenade Launcher and bring it with you. If not, take the Shotgun and shells. Also, consider bringing a Blue Herb to cure poisoning. Whatever your choice, leave at least three inventory slots open to complete the next task.

## Corridor of Chronos



Return to the first floor library with the Chronos Key. Don't forget the **Ink Ribbons** or the **Art Picture Postcard** on the desk. Use the Chronos Key to unlock the green door and enter. Three Giant Spiders cover the long and curving corridor between the library and the next destination. In this tight space, you must move fast to avoid wasting ammo or taking damage.

At the first corner, a Giant Spider is perched on the wall next to its previous victim. If Acid Rounds are handy, kill the spider and search the body for six **Grenade Rounds**. Two more Giant Spiders crawl around the long stretch of the corridor. Run left or right around the one on the floor. The last mutant will attempt to block escape through the north door, so sprint through the area!



## SPIDER SCRAMBLE

It's possible to grab the grenades, spin about-face, and run away before the first Giant Spider has a chance to lunge or spit. However, this move is tricky. If you attempt this maneuver, exit back to the library and then return. The Giant Spiders will all reset to their starting positions, and you can cross the hall and avoid the traps as normal.

## Maidens of Time

Search the dead couple near the entrance to find the **Mercenary's Pocketbook**. In **Hard Mode**, search the table at the west end of the room to find six **M.T. Rounds**. The three clocks on the south wall look exactly like they do on the postcard, except the middle clock is stopped at an hour other than twelve. The first portrait represents the past, the middle portrait is the present, and the right portrait portrays the future. Each portrait is underlined by a small tray, suitable for a little ball.



The three maiden statues along the north wall each hold a small gem. From left to right, collect the **Amber Ball**, the **Obsidian Ball**, and the **Crystal Ball**. Return to the clocks with all three items and place them into the trays to change the time. Each ball changes the time a certain amount. You must place the balls into the trays in such an order that the proper amount of time is added or subtracted so that the middle clock gets set to midnight.

The balls all subtract the same amount of hours in the past as they add in the present, and they add double the hours in the future. Therefore, if

the time on the middle clock is 7:00, you need to place all three balls in such a manner that five hours are added to the time. Using the following table as a reference, place the Obsidian Ball under the portrait of the Past (changes to 5:00), place the Crystal Ball under the portrait of the Present (changes to 4:00) and place the Amber Ball in the tray under the Future (changes to 12:00). After correctly placing all three balls, the center clock face opens to reveal the **Gold Gear**. Return to the top of the Clock Tower with your new trinkets.

### Time Ball Values

Ball	Past	Present	Future
Crystal Ball	-1 hour	+1 hour	+2 hours
Obsidian Ball	-2 hours	+2 hours	+4 hours
Amber Ball	-3 hours	+3 hours	+6 hours

## For Whom the Bell Tolls...

Return to the third floor of the Clock Tower and combine the Gold Gear with the Silver Gear to make the **Chronos Gear**. Insert the Chronos Gear into the mechanism near the Item Box to make the bells start to go. Now the objective is to get down to the courtyard, where the U.B.C.S. chopper will come to the rescue.





## INVENTORY CHECK

Don't even think about leaving the third floor until you've prepared Jill for the greatest challenge yet! Equip her with the Grenade Launcher loaded with Flame Rounds or Freeze Rounds. If either type is in short supply, take the weaker Grenade Rounds as backup. The Mine Thrower is a useful, albeit tricky, weapon to employ in the upcoming battle, so read the following strategy and decide whether to bring it along.

If you jumped out the window of the crashing trolley during the Live Selection, you may want to bring the Shotgun and shells. Save your guns at the Typewriter near the south exit. Then put your ribbons back, and fill every remaining slot with recovery items. During this first attempt against the Nemesis, you'll be lucky if four items that recover 100% health will be enough!

# BOSS BATTLE

## NEMESIS

**Recommended Weapon:** Grenade Launcher loaded with Flame or Freeze Rounds

**Backup Weapon:** Mine Thrower with M.T. Rounds



Just when Jill Valentine thinks it's all over, just when she believes she's finally safe, the most evil creature on the planet demolishes



all her hopes and dreams. The Nemesis leaps to the ground and pierces Jill with one of its repulsive tentacles. Infected with a virus, Jill will limp and hold her side through the entire battle, even when she's at full health. Unfortunately, it's very difficult to tell when Jill needs to use a First Aid Spray or mixed herb. Check the status screen often during this battle, and administer aid when the KNO line seems very faint and flat.



Normally, the Nemesis is armed with a rocket launcher. The first order of business is to destroy the launcher, possibly causing damage to the creature in the process. If you can't make the launcher explode, the Nemesis will cast it aside after firing six rockets. The creature makes a motion when cocking the weapon, after which it

points it at Jill. If you aim the Shotgun or Handgun and quickly shoot at the moment he raises the launcher, you may hit the rocket inside the tube and cause it to explode. If not, then you'd better hope the button presses come just late enough to make Jill dodge away from the rocket; if not, she'll take a missile in the face. If a rocket connects, administer a First Aid Spray or the equivalent in herbs immediately. It's also possible to throw off the Nemesis' aim and cause the rockets to miss, if the shot connects at the moment the launcher is fired. It's easier to achieve this with Flame or Freeze Rounds.

When the Nemesis has the launcher, use the garden on the west side of the arena as an obstacle for the Nemesis to traverse. If the archerway doesn't chase Jill behind the plants, equip the Mine Thrower and shoot. Mines that hit the Nemesis will explode after five seconds. Unfortunately, if Jill gets caught in the blast, then she will take damage too. With a good aim on a fairly stationary target, you can saturate the Nemesis with 3-4 mines at a time. If the Nemesis dodges the flying mines, however, they will land on the ground. You can try to bait the evil one into running over a mine, at which point it will explode. Or, you can move over to the mine and press the Action button to retrieve it for a second use! If you choose to use the Mine Thrower, then carefully read its description in the "Weapons and Armors" chapter.

Using the Mine Thrower is only recommended if you can position Jill so that the garden obstacle prevents the Nemesis from reaching Jill or getting a clear shot. The detonation of mines is far too weak to cause sizable damage to the monster. The Nemesis is especially susceptible to fire or cold, so the Flame or Freeze Rounds are the quickest means of victory. If you run out of that type of ammo, load the launcher with normal Grenade Rounds and keep shooting.



Without the launcher, the Nemesis' only means of attack is to strangle or pummel Jill (a close-range attack). If the Nemesis is running toward Jill, hold the Right Trigger button and tap the Action button rapidly. This makes Jill either blast the creature at short range, or dodge to the monster's side. If you get behind the Nemesis, use the opportunity to escape from the corner rather than shoot again. You must avoid the corners and sides of the arena, because the Nemesis can easily trip Jill and inflict damage before you can get away. The best area in which to engage Nemesis is near the trolley wreckage, without getting knifed into a corner or side. Keep dodging and shooting grenades until the creature gives up and staggers off.

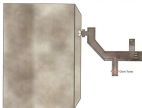
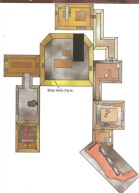
## CARLOS TO THE RESCUE

The Nemesis battle is slightly easier if you chose the option to use the emergency brakes during the Live Selection selected the trolley. Although Jill slaps Carlos into action, he will destroy the creature's rocket launcher and reduce the monster's hit points.



# Mission 06: Secrets of the Hospital

## Hospital and Park



Sickroom Key, Photo ID

3D Handgun Bullets  
(Here or B3)

Vaccine Base

Green Herb (x2)  
(Here or B3)



Tape Recorder  
Hospital Map

3D Handgun  
Bullets

Director's Diary

Red Herb (x2)

Blue Herb

First Aid Spray  
ink Ribbons



3D Handgun Bullets  
(Here or A7)

Medical Instruction Manual  
Vaccine Medium

Medium Base

Green Herb (x2)  
(Here or A7)

## Mercenary Heart

Although Jill has defeated the most malevolent monster Umbrella has ever created, she has been infected with a strange virus and her transformation has begun. Carlos refuses to abandon Jill in her hour of need. Almost two days have passed, and Jill's situation is worsening. The U.B.C.R. soldier must investigate the area north of the Clock Tower to find a cure for his ailing ally.





## BASICS OF CARLOS

Although Carlos is controlled exactly the same as Jill, he must undertake tough creatures with only a Knife, a SIGPDA SP2009 Handgun, and an M4A1 Assault Rifle. When you spot Zombies or other weaker enemies, switch the Assault Rifle to Manual mode to conserve bullets. Use the Handgun against Zombies as much as possible, after acquiring more bullets. When fighting Hunters, switch the Assault Rifle to Automatic mode and let the bullets rip.

## Journey Through the Clock Tower

Use the Ink Ribbons in Carlos' inventory and save your game inside the chapel, then drop the remainder into the Item Box. Although there is a **Knife** in the Item Box, leave it and head through the piano room. You can avoid the Zombies in the piano room by charging into the room quickly and curving around the one near the north exit. Don't try to reenter the courtyard, because all access is blocked.



While in the dining room, run forward to the table, then turn 180° and run back to the door. This draws the attention of the Zombies surrounding the table. As they file into the narrow section, mow them down with short bursts from the Assault Rifle. Continue through the destroyed lobby to the library and enter the green door.



Head to the back of the art gallery and push aside the glass ball.

In the bending corridor that leads north, Carlos must outwit either Giant Spiders or Drain Demons. If the latter appear, eliminate them with full-on automatic attacks of the Assault Rifle. If you leave any Drain Demons in this corridor, they will still be here when you return from the Hospital and you may not have enough ammo to survive.

## Quiet Zone

The cluttered street behind the Clock Tower isn't terribly dangerous. Emerging from the rear exit of the building, use short manual bursts from the Assault Rifle to kill the desert Zombie. Then run to a safe distance on the east side of the red exploding barrel, and wait for the remaining Zombies on the street to gather around it. Equip the Handgun and fire one shot to clear the street instantly. Head west to the Hospital entrance, equip the Assault Rifle, and set it to Auto mode in preparation for some danger.



## Enter Hunter Beta

Proper positioning of Carlos in the lobby makes the first encounter with the insidious Hunter Beta a little easier. Upon entering, turn Carlos and move behind the column on the left side of the screen. After moving in front of the office door, the two monsters spring into action. Now let loose with some ammo from the Assault Rifle. Spray each beast with bullets until they're history. Then search the back alcove from which they emerged to find two **Red Herbs**.



Walk to the left side of the column...



...to be in the best position to greet the Hunters.

Inside the office, walk forward to the table to find **Ink Ribbons** and a Typewriter. A **First Aid Spray** rests on the shelves next to the Item Box.



### INVENTORY CHECK

Although adjusting to just eight item slots is difficult, hang onto the Assault Rifle, the Handgun, and the two Red Herbs. Place everything else in the Item Box. Carlos' mission doesn't require a great deal of item hunting, so don't sweat it.

## The Doctor's Records

Unless the Giant Spiders poisoned you back in the Clock Tower, there is no need for the **Blue Herb** by the entrance. Proceed a little further into the room, and check the floor near the doctor's corpse to obtain the **Director's Diary**. Search the open locker at the back of the room for **30 Handgun Bullets**, grab the **Tape Recorder** off the desk, and snatch the **Hospital Map** from the bulletin board on the west wall.



The panel next to the elevator has a voice-recognition lock, so only one person can activate it: the Director of the hospital. Since he's obviously out to lunch, press the button on the panel, then use the Tape Recorder to play his voice into the device.

## Up or Down

Examine the control panel on the right side of the elevator car, then choose to go up to 4F or down to B3. This choice changes the location of certain items and events within the hospital, so pay close attention to all of the statements starting with "if you did this or that" in the following section.

Whether you go to 4F or B3 first, the required tasks on each level remain relatively the same. Carlos must get the Vaccine Base from 4F and combine it with the Vaccine Medium from B3 to make the Vaccine for Jill's virus. He must then return to the Clock Tower and administer it to her, with the agents and aggressors of Umbrella hot on his tail.



Click here with one more hit to go up to 4F or down to B3.

## ZOMBIE HORDE

The game picks a random floor in the Hospital, and when the elevator arrives at that level, a horde of Zombies come pouring through the doors and attack! Use the Assault Rifle to stave off the first wave, then quickly exit the car and use the Handgun to dispose of the remainder. This event happens at least once each game, so if it doesn't occur on 4F or B3, you can expect the Zombies to be waiting on your return on 1F.



## Tasks of 4F

Head south from the elevator doors to the last door in the corridor, marked "data room." If 4F is Carlos' first stop, a scene involving Nikolai and Tyrrell Patrick occurs. If not, detonate the wall-mounted bomb a short distance away to kill the Hunter Beta standing in front of it. In this situation, another Hunter Beta leaps out from behind the file shelves.



There's a 50% chance to find a box of **30 Handgun Bullets** on the table near the south windows. If not, they'll appear in the locker on B3. Amidst the specimens in the small alcove at the top of the room, search the file folder twice to find the **Sickroom Key** and **Photo D**.

## The Dead Doctor's Dilemma

Return to the corridor and find the room numbered "401" in the side hallway. Inside this room, slithering **Sliding Worms** may attack Carlos or two Zombies will be on the floor.

Examine the doctor's corpse near the door to find a slip of paper bearing a certain three-digit code. The code is randomly generated, so keep it in mind as you proceed. Also, make note of the position of a medical cart in one corner of the room; this is also a key to a puzzle. Zombies appearing in this room will wait until Carlos moves south past the first body before they move to attack. There is a 50% chance to find two **Green Herbs** on the south wall of the room. If not, look for them on B3.



Use the Sickroom Key to unlock the room marked "402" and enter. There is a medical cart on the south side of the hospital bed; push it to one of the pressure pads in the corner of the room. If you push the cart to the wrong corner, Carlos gets a harmless but annoying little shock. Instead of trying every corner, remember the position of a similar cart in room 401. Since room 401 is a mirror image of room 402, you must push the cart to the corner exactly opposite the location of the cart in room 401. For example, if the cart in 401 is in the northwest corner, then move the cart in 402 to the southeast corner.



When placed correctly, the portrait drops off the wall revealing a freeze locker. Input the 3-digit code held by the dead doctor in 401, and claim the **Vaccine Base** from the device.

### HUNTER BETA TRAP 1

If 4F is the second stop on this vaccine-making journey, take note of the bomb mounted on the wall in the corridor. After obtaining the Vaccine Base and returning to the corridor, two Hunter Betas will attack. However, if you encounter the Zombie hordes on this level instead, then the two Hunter Betas move to 1F.

## What to Do on B3

Run south from the elevator to the end of the corridor and enter the lab. If B8 is the first stop on Carlos' trek, cross the room until a scene with Tyrell Patrick occurs. If this is the second place you visit, prepare to hit a Hunter Beta with the Assault Rifle. Then run forward to the end of the shelves, target the wall-mounted bomb with the Handgun, and fire when the second Hunter Beta walks within range of the device.



There is a 50% chance to find a box of **30 Handgun Bullets** hidden in the locker on the south wall of the room. If you fail to find anything in that location, look upstairs in the 4F data room. Behind the shelves, you might find two **Green Herbs** in the southeast corner.

Continue into the second lab, where a new breed of Biological Organic Weapon is gestating in the two remaining incubation chambers: the Hunter Gamma. Grab the **Medium Base** from the west wall and head over to the side desk to find the **Medical Instruction Manual**.



## Vaccine Medium Synthesis



You must convert the Medium Base into the Vaccine Medium, and the synthesizer for just such an operation stands in the corner. Activate the power switch next to the device and use the Medium Base at the panel.





The synthesizer has five levers that enable you to set the two levels indicated on the left side. Use Levers I, III, and A. Take the finished **Vaccine Medium** from the device and exit. Unfortunately, the Hunter Garmas burst out of their incubators as Carlos tries to escape. But with a smooth and curving run, you should reach the exit before they reach you.

## HUNTER BETA TRAP 2

If B3 is the second step on your quest to mix the Vaccine, take note of a wall-mounted bomb in the second section of the main corridor. Upon returning to this passage with the Vaccine Medium, two Hunter Betas will attack. Use the Assault Rifle on the first one, then wait to use the bomb on the second one as it rounds the corner. However, if the Zombie horde tried to invade the elevator on this level, the two Hunter Betas won't appear.

## Fast Urban Renewal

Mix the Vaccine Base with the Vaccine Medium to create the Vaccine and return to 1F. If the Zombie horde hasn't invaded the elevator yet, they will do so on 1F. If, however, you've disposed of them already, two Hunter Betas await Carlos' return in the doctor's office.



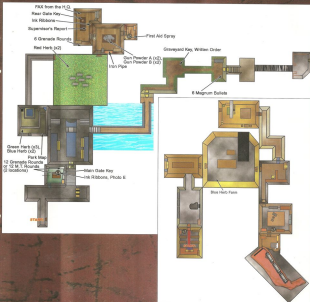
Carlos finds a bomb in the lobby. You have less than seven seconds to exit the building, or Carlos gets killed in the blast. Following the explosive cut-scene, reenter the back door of the Clock Tower.

If Sliding Wears don't greet Carlos at the door, then his all-girl Zombie fan club will be waiting further inside. Continue back to the lobby, where the new version of Nemesis appears. Since Carlos can't obtain a Rare Item from the Nemesis, there is no point in fighting. Turn and dash through the dining room, and return to the chapel and examine Jill on the altar.



# Mission 07: City Park Reconnaissance

## Park



### INVENTORY CHECK

With Jill revived and ready to continue her last escape from Raccoon City, dump all of her leftovers from the previous encounter with the Nemesis and take along the Handgun, plenty of bullets, and the Lockpick.

## Long Flight Northeast

Save your game and place any remaining Ink Ribbons into the Item Box, then head north. Halfway across the piano room, the Nemesis breaks down the door. Run in a small circle around your adversary and dash through the dining room into the lobby. If Jill can defeat the Nemesis at this point, she will receive a Rare Item.



Nemesis will continue to appear in every area except the room with the maiden statues. Run to the back door of the building and exit.

## Park Break Room

With the Hospital demolished, Jill must find a way into the Raccoon City Park at the east end of the street behind the Clock Tower. Four new Zombies inhabit the street: two near the burning debris and two more between Jill and the park's main gate. Eradicate the two near the debris, and use the Lockpick to open the door in the north wall. You'll handle the remaining Zombies when you emerge.



There is a Typewriter and an Item Box inside the park employee's lunchroom. Search the table to find some **Ink Ribbons** and **Photo E**. At the east end of the table, look for either six **Grenade Rounds** or six **M.T. Rounds**. Check the locker on the north wall near the Typewriter to find more of the same ammo, six **Grenades** or six **M.T. Rounds**. In Easy Mode, you can only find Grenades here. The object glittering on the key rack is the **Main Gate Key**, which is your ticket into the park.



### INVENTORY CHECK

Although the Nemesis is on another short break, the park is no less dangerous. Take the Handgun and your best bullets, plus the Magnum and any additional Magnum Bullets. Take the Lighter, keep the Main Gate Key, and head east to the park's main gates.

## Unfriendly Greeting

Use the Main Gate Key to enter the park. The front pond is inhabited by either Sliding Worms or a Hunter Beta. Outrun whichever creatures appear by dashing around the pool to the east exit from the area.





The boardwalk running east from the park entrance may be dotted with some Zombies. If so, switch to the **Handgun** and blast your way across. If the area appears empty at first, Hunter Gamma monsters will leap out of the water behind and in front of Jill. Use the **Magnum** for quick annihilations.

Three Hunter Betas or three Zombie dogs clog the forest path. Moving quickly from the gate into the area, take each monster in stride. One is near the entrance, and the other is standing near an exploding barrel. The final enemy will attack as you stand near the first corpse.



When safety returns, examine the merc's body to find the **Graveyard Key** and then read his file, the **Written Order to the Supervisors**. Although the gate at the end of the path is locked, search the dead mercenary off to the side to garner six **Magnum Bullets**.



## Park West



Return to the park entrance and dash across the higher level on the north end to evade enemies as you exit through the west door. The **Park Map** is on the bulletin board just inside the gate. Keep walking straight ahead to find three **Green Herbs** and two **Blue Herbs**. We recommend taking the green herbs and leaving the blue ones until needed.

Find the diagram next to the control panel for the fountain. It illustrates which gear configurations activate certain waterpumps on the fountain. Hop into the water and circumnavigate the fountain to find a sealed hatch. The diagram above the hatch displays the gear configuration to drain the pool and open the hatch. Return to the control panel and rearrange the gears as shown in the following screenshots:



1. Move the top center white wheel.



2. Move the top right white wheel.



3. Move the bottom right black wheel.



4. Move the top center white wheel.





1. Move the bottom left black wheel.



2. Move the top left white wheel.



3. Press START. The hatch is the pool agent.

## Upturned Earth

Crossing the sewer passage, terrible rumblings forebode the appearance of another giant mutant. Nearing the ladder, three Sliding Worms drop from above. Don't waste bullets on them, just climb the ladder.

Welcome to the Racoon City Graveyard, which has begun to reject its patrons. As you run in the midst of the gardens of stone, Zombies claw their way out of the earth and attack. Simply run past them as they rise. Run forward from the entrance and pass under the archway, veering left to find two **Red Herbs**. Then turn and run through the rest of the graveyard to the small shed at the rear. Use the Graveyard Key to unlock the door, then discard it and enter.



## Maintenance Tasks

Examine the fireplace in the west wall, and use the **Lighter** to ignite the timbers. Accept the option to discard the **Lighter**; it's of no use now. From the cabinet in the south wall, take the **Iron Pipe** and use it to break open a crawlspace leading into the hidden room. With that task complete, collect the two **Gun Powder A** and two **Gun Powder B** items on the table and head to the east storage room to organize your inventory.





In addition to the usual Typewriter and Item Box, the storage room also contains a **First Aid Spray**. Prepare for the upcoming battle, then go back and enter the hidden room in the shack.



## INVENTORY CHECK

Mix the Green Herbs and Red Herbs you collected in the Park, and use them to stay alive during the next encounter. Combine the two Gun Powder A's from the previous room and mix them with Grenade Rounds to make Flame Rounds. Combine the two Gun Powder B's and mix them with Grenade Rounds to make Acid Rounds. Or, if you've been improving Jill's Grenade-making skills, ignore the previous instructions and combine AC and BC to make as many of the two types as possible. Load the Grenade Launcher with Flame Rounds, and bring Acid Rounds as well as the Shotgun and shells. Leave at least two spaces open for more key items.

## Den of the Supervisors

Climb through the fireplace opening into the secret room. There are some **Ink Ribbons** in the jacket on the wall alongside the entrance. Only take them if needed. On the table nearby is the **Supervisor's Report**, while the **Fax from the H.Q.** is hanging on the bulletin board at the north end. Also, search the corner of the table for the **Rear Gate Key**. Lastly, examine the shelves on the south wall for six **Grenade Rounds**.

Upon exiting, Jill encounters an Umbrella Supervisor who's not too happy that she's been snooping around. Follow him back into the graveyard for an intense struggle!



# BOSS FIGHT

## GRAVE DIGGER

**Recommended Weapon:** Grenade Launcher with Flame or Acid Rounds.

**Backup Weapon:** Shotgun with Enhanced or Normal Shells.

Emerging from the cemetery custodian's shed, Jill runs afoul of the Grave Digger previously encountered in the Downtown area. Tunneling out of the ground of the cemetery, the monster drags her into a deep and narrow ditch. This smelly trench could serve as Jill's own grave, or perhaps she can use the environment to her advantage.



Equip the Grenade Launcher and run forward from the starting point. Don't get cornered by the Digger when it emerges from the ground. The small clouds of rising dust signify when the big worm is about to surface. Run forward until the worm appears, then hit it with one or two Flame Rounds. Don't push your luck; hit it a few times and run away.



When the Digger dives back under the surface, stop moving. The creature plans its attack based on the sound of Jill's steps and the direction of her movement. Eventually, a small dust cloud will appear under Jill's feet. Run just a few steps forward to avoid damage, then hit it with a few blasts and run. Repeat this tactic (substituting Acid Rounds if you run out of Flame Rounds) and switch to normal Grenades or the Shotgun when empty when your supply diminishes.

After the Digger takes enough damage, the two lampposts near the center pond tilt during a brief cinematic. Aim the Shotgun at the lampposts, and blast them into the



pond. This causes the water to ripple with electric sparks. Stand in front of the pond as bait for the Grave Digger. When the oversized grub touches the water, the mutant gets shocked to death. Move to the west end of the overturned area and use the fallen gate to climb into the sewer.





Giant Spiders may inhabit the sewer tunnel. Avoid further conflict and slip past them to the ladder on the south end. Use the Blue Herbs near the fountain if needed. A Zombie mob has invaded the park entrance. Dash past the first few to reach the middle bridge, blast the head off the lone ghoul here, and escape through the eastern exit. Nothing further should appear if you killed all of the enemies on the boardwalk and forest path. Use the Rear Gate Key to unlock the back exit of the park. Continue up the steps and across the area until the Nemesis appears.



## LIVE SELECTION: ROPE BRIDGE

- Push him off.
- Jump off.

The decision (or lack thereof) made here determines how Jill enters the last stage: the Dead Factory. This Live Selection also determines the order in which the tasks inside the Dead Factory can be accomplished, the events that will occur, and which of the two slightly different endings you will see at the end of the game.



Pushing Nemesis off the bridge, or failing to make a decision in time, enables Jill to continue across the bridge and enter the final stage through the main entrance on the second floor. Jill breaches the Dead Factory at the point marked "START #1" (see map). If you wait too long and fail to make a choice, Jill must fight Nemesis. This is your last opportunity to coax a flare from the stalker.

Jumping off the side of the bridge is the quick and painless method to get through this situation. Jill falls to the embankment below. Move forward and climb up the ladder to enter the Dead Factory at the "START #2" point (see map).



# Mission 08: The Dead Factory

## Dead Factory



## Dead Factory Overview

The starting point of the Dead Factory is determined by the choice made when facing the Nemesis on the park's rope bridge. If you pushed the Nemesis off the bridge, Jill can continue through the top door of the Dead Factory and resume at the point on the map marked "START #1" on 2P. If Jill jumped off the bridge, she must continue through the sewer entrance and resume at the point on 1P labeled "START #2."



Whether you enter the Dead Factory through the first floor entrance or the second floor, the key items remain in the same locations and the tasks involved in clearing the Dead Factory are the same. However, the starting point determines the order in which you will complete the tasks.

The first objective is unlocking the door near the Blue Herb Farm at the east end of 2F. To unlock the door, you must insert a water sample into the quality check device on 1F and adjust the levels to acceptability. You must also restore power to the safety system using the control panel on 1F. Start with the task closest to the starting position in the level.

## Water Quality Check

Starting in the sewer chamber on 1F, climb onto the south platform and head south into the save area. Complimentary **Ink Ribbons** are provided. Use the Typewriter and Item Box here if needed, and check the southeast corner of the room for the **Security Manual** and the **Water Sample**.

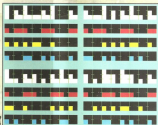


Enter the east door and descend the stairs. On the central table, you may find three **Gum Powder A** and three **Gum Powder B** items. If not, look for them in the manager's office on 2F. A **First Aid Spray** is on the file cabinet near the back of the

room. Behind the health item is the device to encrypt a bar code on the plastic tag of the Facility Key. If you have the key, insert it into the slot to complete the process. If not, go to the manager's office on 2F to find the key. The water quality device dominates the northeast corner of the room.

## Water Test Solutions

Use the Water Sample at the wave check panel. One of four patterns is displayed in the top window. When you agree to begin the testing process, the current wave pattern is displayed in the bottom window. Move the three colored scales left or right until the combination of the three levels is equal to the readout above.



There are four possible solutions to this puzzle. Using our graphics, pick out the pattern and move the three colored scales left or right to match the following solutions.



## Other Notes on 1F

The creatures that emerge from the disposal pool could be Zombies, Drain Demons, or even Brain Suckers. Once an enemy set has been placed here, the same type of foe will reappear in this location each time you pass through. Try to move through this location only once or twice, and avoid more enemies than you shoot. Don't miss the two boxes of **14 Shotgun Shells** near the monitor equipment.



If you begin the Dead Factory at "START #3" in the drainage chamber, Jill will reunite with Carlos and enemies won't be encountered here. However, if you start at "START #1," you must dispose of two Hunter Betas using the Magnum. There's simply no other options in quarters this night.



## INVENTORY CHECK

When standing at the Item Box on 1E, equip Jill based on the next task. If you're ready to go up to 2E for the first time and restore the safety system power, take the Shotgun and the Handgun with ammo. If you're about to go upstairs and enter the treatment room to face the Nemesis, take the Shotgun with shells, the System Disk, and several recovery items.

## Safety System Power

The control panel to restore the safety system power is in the room just east of the manager's office. If you begin the Dead Factory at the point marked "START #1" (see map), then run to the northeast end of the corridor and enter the door of the manager's office. The shorter version of the reunion between Carlos and Jill will then begin. Afterward, check the desk adjacent to the Typewriter for the **Manager's Diary**. You can also find **Link Ribbons** here.

There is a 50% chance of finding three **Gun Powder A** and three **Gun Powder B** items on the table. If they're not here, search in the water quality room. A **First Aid Spray** is on the shelf alongside the Item Box, and the **Facility Key** rests on the bookshelves nearby.

Inside the room with the control console of the safety system, a lift next to the door won't operate without use of the Card Key. Move south to find two **Blue Herbs** (if needed). The puzzle in this room involves turning the steam valves off and on to reach the control panel on the east side of the room.



## Steam Pipe Puzzle

Press the switches to turn off the steam pipes in the order depicted in the numbered screenshots. After pressing the control panel switch, the power is restored to the safety system. Now you need to perform the water quality check, or enter the treatment room for the next Nemesis boss fight.



1. Press this switch to turn off the steam to Jill's right.



2. Near the control panel, press the first switch to turn off the steam across the room.



3. Press the switch closest to the control panel to turn off the steam to Jill's left.



4. Move around the steam and press the switch to turn off the steam to Jill's left.



5. Run to the north side of the room and press the left switch.



6. Then press the right switch and return to the north side of the room.



7. Near the control panel, two gears of steam should be emanating. Press the switch to turn them off and access the control panel.



## Notes on 2F

Upon entering the corridor outside the manager's office on 2F for the first time, it will be empty except for a wall-mounted bomb in the south section. Upon entering the corridor a second time, two new Drain Deimos will inhabit it. Force the monstera to appear and gain the advantage on the enemy by heading out to the rope bridge through the double doors and returning immediately. Use the wall bomb to eradicate the first monster to make things easier with the other one.



The door just above the location of the **Dread Factory Map** is tricky. You can unlock it and enter from the south side. However, if you try to enter from the corridor near "START #1" (see map), you'll need the Facility Key from the manager's office to unlock it.





If Jill begins at "START #2" (see map), when she enters the corridor she will encounter Nikolai just as he seals himself behind the shutter door in the corridor. He will not be encountered again until the Live Selection option later.

## Treatment Room Unlocked

Having completed both tasks required for opening the treatment room door, return to 2F by travelling either through the corridor marked with "START #1" (see map) or the elevator. Avoid the Zombie scientists in the area while grabbing the **System Disk** off the west side of the computer console, and take note of three **Green Herbs** near the rail. Use the **Blue Herb Farm** near the unlocked door if needed and enter:

Proceed down the corridor toward the Nemesis containment unit. If Jill began the Dead Factory at point "START #1" (see map), Nikolai will be encountered here. Use the System Disk on the control panel to the left of the door to enter the treatment room.



# BOSS FIGHT

## TENTACLE NEMESIS

**Recommended Weapons:** Shotgun + Acid Valves

**Backup Weapon:** Handgun + Acid Valves

A brief cut-scene suggests how to defeat Nemesis inside the treatment room. If you shoot one of the five valves situated around the room, a gush of corrosive fluid will emerge. Upon contact with the Nemesis, large portions of the creature's upper torso will melt away!



At the outset, run to the west side of the room and position Jill below the southwest valve. As Nemesis follows, Jill will turn her head to look at her adversary. This means he is cowering within range. Aim the Shotgun at the valve, and fire when it looks like the Nemesis is about to attack. With the correct timing, Nemesis will be raising his arm to attack just as the valve opens, causing contact with the corrosive fluid. If you shoot the valve too soon, Nemesis will avoid the spray and be ready to attack. Jill must also avoid the acid, even though it only inflicts minor damage.



RESIDENT EVIL 3  
mini-map

CHARACTERS

MONSTERS

ITEMS

PLACES

QUESTS

WALKTHROUGH

2001

MISSION 02: THE DEAD FACTORY



If the third dousing of acid doesn't end the fight, lead the Nemesis across the room again. The creature may very well die on its own from the continuous effects of the acid.

After using the southwest valve, move to the northwest valve and repeat the process. Avoid using the row of three valves on the east side of the room, because it's difficult to aim at the right valve.

The second properly administered acid bath should decapitate the Nemesis. Without the benefit of its sight, you must lead the creature back to the southwest valve by blasting him with the Shotgun.



## Preparations for Escape

If you defeat the Nemesis inside the treatment room with enough time remaining, the **Card Key** will shake loose from the body of a dead researcher in the southwest corner of the room. Grab the card and use it on the panel beside the door.



The missile attack that Carlos warned about is now imminent. Return to the platform above the disposal pool and use the Shotgun to clear the Zombies now clustering along the rail.



Return to the room with all of the steam pipes and use the Card Key to activate the lift. On the level below, grab the two packs of **13 Grenade Rounds** each, and examine the locker at the bottom of the room. Having decoded the Facility Key tag in the water quality test room, insert it into the locker panel. Inside the locker is the **Rocket Launcher**, a four-shot weapon you must keep and conserve until the end of the game.



### INVENTORY CHECK

Stop by the Item Box in the manager's office. Keep the Shotgun and shells, the Rocket Launcher, and the Card Key. You'll get one more chance to prepare for the final events of the game, but this is your last opportunity to save!



Use the Card Key to open the shutter door in the 2F corridor, and discard it if given the chance. Don't forget to blast the Zombies behind the shutter, and search the south door for two **Green Herbs**.



Inside the control room, Jill may receive a communication from Carlos. If not, grab the **Magnum Bullets** from the cabinet near the entrance and the **First Aid Spray** from the east side of the room. Examine the portable radio receiver on the console, and then examine the emergency exit hatch in the floor.

If Jill began on the second floor of the Dead Factory, then the floor

hatch will open and the nuclear missile will appear on the radar. Descend the ladder to begin your last escape. If Jill began on the first floor of the Dead Factory, then one last encounter with Nicholai remains.



## LIVE SELECTION: CHOPPER BATTLE

- Negotiate with Nicholai.
- Return fire to the chopper.



The first option is a basic wrap-out, but you'll save some health and ammo. Nicholai condemns Jill, then flies off in your only hope of escape. What did you expect from an Umbrella weapon?

The second option places you in front of the window. Nicholai begins to spray the room with the helicopter's machine guns. The only way you're going to defeat a helicopter is to arm the Rocket Launcher and fire. One rocket will destroy the bird, giving Jill the last laugh. However, if you fail to take out the helicopter in a certain amount of time, the result is the same as if you tried to negotiate. After the Live Selection event, examine the escape hatch in the middle of the floor to continue.

## A Blip in the Sky



time. Some of the Zombies on the floor are active, while some aren't. Use the auto-aim feature to locate any potential targets. Two boxes of **Shotgun Shells** rest on the shelves by the east exit.

You must be quick with every action, because the blip on the radar isn't just a school of pigeons. If the missile reaches the center of the radar before Jill escapes, the game will end in nuclear radiation.

The **Incinerator Manual** is posted on the south wall. Use the Item Box to reorganise your inventory for the last

### INVENTORY CHECK



Hold onto the Shotgun and Shells, keep the Rocket Launcher handy, and consider taking the Magnum or Grenade Launcher with any remaining ammo. Fill all of the remaining inventory slots with health items, because you'll need them!

## The Rail Gun Experiment

Run through the dumping area until Jill experiences a strong tremor. Check the ground in the second section of the path for the **Classified Photo File**, and continue into the next room.



Jill gets tripped inside the room when something large impacts the doors. The exit on the east side of the room won't open because of a lack of power. Examine the control panel in the southeast corner of the room to activate the first power distribution unit. Then return to the entrance and push the power unit, marked "1" into place.



All that remains of the Nemesis drops from the ceiling. The parasitic organism flips over and mutates into a massive, dog-like monster with a split snout. Free of its human host, the Nemesis is now ready to show Jill its true nature.



# BOSS FIGHT

## FINAL NEMESIS

**Recommended Weapon:** Shotgun with Shells

**Backup Weapon:** Rocket Launcher or Grenade Launcher

After the recent mutation, the Nemesis has long tentacles that lash out and whip its victim around. One hit from these can knock Jill flat on the ground. The creature has absorbed all of the corrosive fluids from the disposal pool, and can spit them with the speed of a shotgun blast. Therefore, the basic concept is to keep moving and don't get cornered.

Run to the northeast corner of the room near the exit door, and push in the power cell marked "2." While the system confirms, Nemesis climbs atop the central mass of the room. From this advantageous position, it can unleash a shower of acid. Dash to the power cell next to the rail gun marked "3," then push it into its slot before the acid really begins to come down.



With all three cells inserted into a slot, the rail cannon begins to charge up. When the countdown ends, the gun blasts a corridor through the center block. If Jill is standing in front of the cannon or north of the entrance doors, she will get caught in the blast and killed. The rail gun will fire over and over until the Nemesis is hit.



Avoiding both of those locations when the rail gun fires, move to the exit door, then bait the Nemesis into standing directly in front of the cannon. Blast it with the Shotgun occasionally to keep it from tackling Jill into the corner. If the monster gets too close and the countdown is still short, run through the corridor of destruction, baiting the monster into the firing path.



If these maneuvers fail, then fill the Nemesis with rockets, Shotgun blasts, grenades and whatever else you have. If enough damage is done to the monster, it will retreat to the northwest corner of the room and wait for the next rail cannon blast. When the fight ends, head for the exit on the east wall.



## LIVE SELECTION: CLASSIFIED PROJECT ROOM

- Exterminate the monster.
- Ignore it and evacuate.



*The Nemesis, resilient as ever, is still crawling after Jill. Neither choice impacts the game at this point. The first selection enables Jill to exert a little payback and overkill on the monster that made her life miserable.*

*The second option is a time saver that enables Jill to leave the room. If the missile is crawling extremely close on the radar, consider this option. If you don't make a decision in time, the Nemesis will attack Jill and cause damage. Just better hope it's not enough to kill her!*

## ...Last Escape Achieved

Activate the elevator control panel and descend to the surface. Run away from the lift a few paces; the only thing left to do is sit back and watch the ending. There are two endings, depending on your choice in the Live Selection involving the Nemesis on the rope bridge. Plus, there's still plenty of bonuses and secrets to unlock. Refer to the "Secrets and Bonuses" chapter for all the details.



# Secrets and Bonuses

## Grade System By Mode

**Easy Mode:** Your total game time and number of saves appear when you finish a game. No letter grade is assigned for Easy Mode. Two costumes (Dino Crisis Ragin' and S.T.A.R.S. Jill) become available and the Boutique Key appears in the Item Box. Save your game and select the "Continue" or "Restart" options to begin a new game with the costumes. The Mercenaries mini-game is also unlocked. You can unlock infinite weapons through the mini-game, for use in Easy Mode.

**Hard Mode:** Your total game time, number of saves, and grade is displayed when you finish a game. Your ranking is based on the total game time, number of saves, and amount of health restored with recovery items. The Boutique Key becomes available in your next game. The number of costumes available in a replay depends on your grade. The Mercenaries mini-game is unlocked, wherein you can gain infinite weapons for use in Hard Mode. Detailed tables to track your ranking follow.

### Ranking Backgrounds

Finish the game with the "Pilot Carlos" ending, and the ranking screen depicts the two main characters on vacation. Finish the game with the "Pilot Barry" ending and all three survivors appear in the bar.



## Scoring

For the grading system in Hard Mode, the game tallies points based on several game factors. Each time you save, points are subtracted. The more health items you administer, points may be subtracted. Take longer to complete the game, receive fewer points. The game calculates the score for each factor, then adds all those scores together to determine the overall grade.

Grade By Score

Grade	Score	Costumes Unlocked
A	375-500	3
B	330-369	2
C	290-329	2
D	180-279	2
E	80-179	1
F	0-79	0

Scoring Based on Total Game Time

Total Time	Score
00:00 to 0:05:00	100
0:05:00 to 0:06:00	90
0:06:00 to 0:07:00	80
0:07:00 to 0:08:00	70
0:08:00 to 0:09:00	60
0:09:00 to 0:10:00	50
0:10:00 to 0:11:00	40
0:11:00 to 0:12:00	30
0:12:00 to 0:13:00	20
0:13:00 to 0:14:00	10
0:14:00 to 0:15:00	0

Scoring Based on Number of Saves

Total Saves	Score
0	100
1	90
2	80
3	70
4-5	60
6-8	50
9-11	40
12-15	30
16-21	20
22-30	10
31+	0

Scoring Based on Total HP Items

HP	Score
1000	100
1700	90
1800	80
1900	70
2000	60
2100	50
2200	40
2300	30
2400	20
2500	10
+	0

Item	HP Restored
First Aid Spray	200 HP
Green Herb	50 HP
Green Herb x2	100 HP
Green Herb x3	150 HP
Green Herb x 4	200 HP
Green Herb x 8 (Full Herb)	200 HP

"HP is an 'invisible' aspect of the game. Jill and Carlos both have 200 HP, and the recovery items restore the character's HPG to a certain status "color," rather than an integer. The amount of HP recovered by both Jill and Carlos is added and stored as a value for grading. For example, you can administer the equivalent of seven First Aid Sprays and two Green Herbs to both of the characters before suffering any loss in grade.

## Bonus Costumes

After the credits roll, an additional screen shows the Boutique Key and the location of the boutique in Uptown. Take the Boutique Key from the first Item Box, unlock the boutique, and change Jill's look with any of the available fashions. In Easy Mode, the *Dino Crisis* Regina and S.T.A.R.S. Jill costumes become available automatically. In Hard Mode, a certain number of costumes become available based on your grade. Using the previous table as a reference, if you got an "A" then all five costumes are available. Using another method, if you got a "D" grade in your first game and a "C" grade in the second round, you'll unlock all five costumes.



S.T.A.R.S. Jill



Regina from Dino Crisis



Green Jill



Agent Jill



R.P.D. Officer

## Secret File

Collect all the files in the game in the order in which they appear in the Files menu. This order has been reproduced in the "Key Items and Files" chapter. When you finally collect the Classified File Photo in the junkyard just before the final boss fight, check your File menu. The Game Manual A file changes to Jill's Diary, a secret document revealing new storylines behind the game.

## Epilogues

Finish the game eight times in Hard Mode to unlock a new Epilogue screen after each game. Each Epilogue details the ongoing activities of all the surviving characters from *Resident Evil* and *Resident Evil 3*. Some surprises occur, since some of these individuals were thought dead...



## The Mercenaries: Operation Mad Jackal

Finish either mode with any ranking to unlock the extra game, *The Mercenaries*. You can play this game to unlock infinite weapons for use in the main game. Playing as Carlos, Michael or Nicholas, you must blast your way from the trolley to the warehouse office in Uptown in two minutes. Bonus time and money are acquired by killing and dodging monsters, as well as rescuing hostages and finding hidden bonus points in the game. The more monsters you kill in a short amount of time, the higher your bonuses are multiplied. The extra second acquired should allow you to move through the game and reach the finish point in roughly 15 minutes, provided you kill the enemies along your path and save hostages to increase your time remaining. If time runs out, the mercenary explodes and your ranking and bonus money is halved.



Monsters	Bonus Seconds	Bonus Money
zombie	1	\$0
zombie dog	4	\$0
coven	1	\$0
Hunter (robot)	8	\$10
Brain Botman	5	\$0
Brain Tanker	8	\$10
Giant Spider	4	\$7
Baby Spider	8	\$0
Shining Plasma	8	\$0
Nemesis	20	\$40
Toxicine Nemesis	120	\$200

### Dodge Bonus

Dodging each type of enemy using the dodge move awards 60% of the usual bonus time and money.

Combo	Seconds	Money
1st enemy	x1	
2nd enemy	x1.5	
3rd enemy	x2.5	
4th enemy	x3.5	
5th enemy +	x5.5	

\*A combo results if you kill more enemies while the previous time bonus is still displayed on-screen, or by killing multiple enemies at one time.

Hostage	Bonus Seconds	Bonus Money
20		\$00

Weapon	Total Time Minutes	Total Money Minutes
Knife	x0	x1
Rocket Launcher	x1	x1000

\*Using either of these weapons increases or decreases overall time and money by the variable. This means a higher bonus and rank for using the Knife, and a reduced bonus and rank for using the Rocket Launcher. Time bonuses apply immediately. This also affects dodge bonuses when the weapon is equipped.



Location	Item	Quantity	Value
Gas Station	45 Handgun Bullets	45 Handgun Bullets	14 Shotgun Shells
Newspaper Office	First Aid Spray	45 Shotgun Bullets	14 Shotgun Shells
Restaurant Basement	45 Handgun Bullets	45 Handgun Bullets	14 Shotgun Shells
Substation	45 Handgun Bullets	45 Handgun Bullets	First Aid Spray
Radio Office	45 Handgun Bullets	45 Shotgun Bullets	First Aid Spray
Bar	First Aid Spray	45 Handgun Bullets	14 Shotgun Shells

Location	Item	Quantity
Bar	14 shells	
Radio Office	14 shells	
Substation	7 shells	
Restaurant Basement	4 shells, 14 shells	
Newspaper Office	8 shells, 14 shells	
Gas Station	8 shells	

Item	Quantity	Value
14 shells	14	
14 shells	14	
14 shells	14	
14 shells	14	
14 shells	14	
14 shells	14	
14 shells	14	
14 shells	14	

\*There is a \$100 bonus for finding all six Hidden Points.

## The Mercenaries: Rank

The better ranking is only awarded and recorded for completing the game. The time remaining on the clock is converted to money and added to the total reward. Every two seconds left adds \$1 to the total reward earned. The ranking is based on the amount of money earned before the conversion of the remaining time to money.

Rank	Total Money
A	\$1000 or more
B	\$1200 or more
C	\$1500 or more
D	\$1800 or more
E	\$2000 or more
F	\$2500 or less

## Prizes

Accumulating money enables you to purchase infinite weapons for use in the normal game. To use these items in the game, complete *The Mercenaries* game and save your data. Load this save and select the "Restart" option. Begin a new game to find your infinite weapons in the Item Box. The Infinite Ammo item for \$9999 provides unlimited ammo for every weapon in the game. Pick up the weapons at their usual locations, and you'll never need to reload or restock ammo. Keep replaying *The Mercenaries* until you have enough dough!

Item	Cost
Mini Assault Rifle	\$9999
Carling Gun	\$9999
Shotgun Launcher	\$9999
Infantry Ammo	\$9999



Unlimited Molotov Assault Kills



Unlimited Gatling Gun



Unlimited Rocket Launcher

## The Mercenaries: Walkthrough

Mikhail is the easiest mercenary to use to finish the game, because he comes equipped with all the one-shot kill weapons. Charles is tough because he must fire several shots to kill each enemy, while Nikolai is nearly impossible because he only has the Knife and the Handgun. However, you can dodge or kill an enemy while holding the knife to receive 5x the money and time bonus as normal.

The following walkthrough is for Mikhail, to acquaint you with the locations of hostages, Hidden Points, and enemies. Judging by the previous tables, you should avoid fighting low-bonus monsters (such as Zombies, Crows, and Sliding Worms). Save your ammo for monsters that could harm your character, or ones that have higher value in the bounty mission.



Exit the trailer, hop over the blockade, and slip through the Zombies. Don't waste time on small pests.



Run forward until you see the Zombies. Line up the first two so that the Shotgun blasts hit them both.



Let the next Zombie show on your leg so you can smash its head. Kill the remaining two with a single decapitation blast.



Crows are insignificant. Dash across the area and exit before any of them hit Mikhail.



Walk two steps forward and use the Shotgun to decapitate the first Zombie.



Run forward until the exploding barrel comes into view. Wait until seven more Zombies congregate around the barrel, then shoot it to kill them all simultaneously for a huge bonus. Head to the Gas Station.



Equip the Magnum and run forward. The first of three dogs dashes around the corner. Kill it.



Stand over the first dog's body and shoot the other two around the corner. Killing dogs quickly can net heavy money bonuses. Dodging them is an easy way to rack up dodge bonuses.



Reaching the Gas Station within two minutes, you should hear a horloger calling. Use the Shotgun to blast the head off the first Zombie.



Behind the counter, let the crawling Zombie chew on your leg. Stomp its head and blast the three Zombies in the mechanic's area.



After killing all the Zombies inside the station, move to Doris and press A. He runs off, leaving you with time and money bonuses in addition to ammo.



A wall of moving Book Worms access to the area in front of the Newspaper Office. Run up to the crowd and aim the Shotgun from the lip to kill lots of Zombies at once.



Enter the alley beside the Newspaper Office and examine the garbage. This is the first of several "Hidden Points" that become bonuses.



Equip the Magnum and enter the Newspaper Office lobby and examine the Hunter Bats standing nearby. Another will attack as you ascend the stairs. Dodge it for some bonus time, then also upswing and kill it with the Magnum.



Equip the Shotgun as you enter the 2F office. Decapitate the female Zombie at the far end, then quickly slip through the door. With any luck, you can decapitate the female Zombie two at a time.



Examine the Umbrella Commercial Model to rescue her and receive bonuses plus recovery items.



Equip the Magnum and dash through the alley toward the Restaurant. Run south past the lone Zombie Dog, then turn and blast all three for a major combo bonus.



Enter the Restaurant's back door and blast the Hunter Bats standing off-screen. Run to the floor hatch and assassinate another Hunter at that corner. A third Hunter is in the seating area.



Equip the Shotgun and decapitate the Zombie standing at the bottom of the ladder. Move west and blast multiple Zombies peering around the corner.



Reverse Eject in the south corner for a hefty bonus plus an item.



Eight Zombies stand in the street south of the Restaurant. Stand there only if your time remaining is less than two minutes.



Entering the construction zone with two minutes or more, an armored Nemesis is crawling toward you. Dodge all around him, using the Shotgun from various angles. Remember that using the Rocket Launcher costs your fuel toward 100%.



Ride the lift to the area outside the Substation. Dodge the three Giant Spiders and enter the power plant.



Use the Magnum to blast the two Drain Deimos in the narrow corridor.



Run all the way to the south, and blast the Zombies coming from all doorways.



Examine the control panel in the south room to discover another Hidden Point. Rescue Marvin from the emergency exit corridor and return to the construction zone.



Using the Magnum, execute the Hunter (Beta) near the entrance. Run south of the incoming Hunter, use past its leaping attack, and shoot it from behind. Repeat the same tactic with the remaining Hunter.



Zombies fill the office floor. Dash through the area regardless, letting them clamp on your leg so you can smash their heads. Use health items if needed.



Avoid the first two Zombies near the entrance. Run until the exploding barrel is visible, and shoot it to leave them three Zombies.



Run to the south wall of the garage to line up the remaining three, and blast them twice. Ignore any survivors and exit the parking lot.



Reaching the wrecked bus area with two minutes or more remaining (having killed the previous Nemesis), a Tentacle Nemesis will be waiting.



Cotton up this enemy by latching the Tentacle Nemesis into range of the three exploding barrels in the area. Then dash away and detonate the barrels while the creature is next to them.



Even three exploding won't be enough, so dodge the Tentacle Nemesis' attacks and use the Magnum for a huge final and messy finish.



The objective in this corridor is to "hide" behind the Zombies in this corridor, so that hopefully the Nemesis will deplete all of its rockets blasting them out of the way. Use the Shotgun to blow up the launcher when the Nemesis releases it.



Using the Magnum, finish the Nemesis and any remaining Zombies. Examine the fire hydrant on the south wall to locate another Hidden Point.



Enter the alley and aim up to kill the Snake Bombs. Kill two more in the corridor and continue west.



A swarm of Crows is swirling above the street. Run to the west door to avoid seeing them.



Although you spot a barrel and three Zombies, run toward the south exit. This activates three more Zombies by the gate.



Return to the fire hydrant and wait for the crowd to cluster around the exploding barrel. Head west as body parts rain from the sky.



Run directly through the acid corridor to avoid the Sliding Worms. You get no bonuses for these, so don't waste ammo.



Run to the west wall and down until the angle changes. Blast the two Brain Suckers, equip the Shotgun, and enter the sales office.



Blow the head off the Zombie waiting by the door, then take out the group inside with regular-sized shots.



Enter the product storage room, equip the Magnum, and blast the Hunter (same off-screen). Run to the corner and blast two more to rescue the U.C.C.S. hostage.



Return to the intersection and head south. Three dogs on the closed-off street can be troublesome but helpful. Use the Magnum to kill two of them, then climb atop the pallets and dodge the remaining dog repeatedly. You can gain virtually unlimited time and money this way.



Check the Zombie corpses at the west end near the barricade to find another Hidden Point.



Dash into the garbage area behind the Bar and around two Monopole monsters with rocket launchers. Run in such a manner as to cause one to shoot the other.



If they cause each other enough damage, one will die. Gait the other one toward the exploding barrel and use the Shotgun to finish off the remainder. Enter the Bar.



Equip the Shotgun and run to the other side of the bar. Decapitate the lone Zombie in the whole area, and blast the others as they try to come around the bar. Rescue the U.C.C.S. hostage.



Exit the bar from the front door and use the Magnum to kill the Hunter Beta waiting outside. Ignore the others and run for the southeast exit from the area.



Use the Shotgun to belatedly the Zombie at the top of the stairs, and blast your way through the crowd.



Check the dead body in the cellar room to find another Hidden Point. Make sure you exit the alleyway through the northwest door, and NOT the east exit.



Run through the crowded street area until you reach the east corridor, where three Hunter Betas will attack. Unload the Magnum on them, and dodge them for extra points.



Dash through the alley to avoid the crowds, then use the Shotgun to clear a path through the Zombies.



Dip down the stairs and stand northwest of the exploding barrel. As the Zombies come into view, blow them back to oblivion with a single shot.



Enter the warehouse office to finish the game and collect your reward.

# RESIDENT EVIL 2

# RESIDENT EVIL 3 REVENGE

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## About the Author

Dan Hildebrand lives in southern Nevada, with his wife Laura. They have been married for nearly ten years, and they are newly proud of their new Honda Pilot. A graduate of the University of Texas, Dan is the author of several strategy guides published by BradyGames, including Capcom titles such as *Resident Evil Zero*, *Resident Evil*, *Onimusha 2*, *Sanshou's Destiny*, and *Devil May Cry*.

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Stephen Frost has been a resident in the San Francisco area for over six years now, and has written several Resident Evil guides, all of which have been published by BradyGames. The author would like to acknowledge a few people for their help and assistance on this guide. Thanks to my mom for everything she's done for me and for being there when I most need her. Special thanks go to my sweetie who has remained extremely patient with me, despite the endless hours and the extremely long screen-shot-taking sessions. Lastly, I want to give a nod to my boys at PSH for just being good friends and constantly entertaining. You all have a special place in my heart.

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